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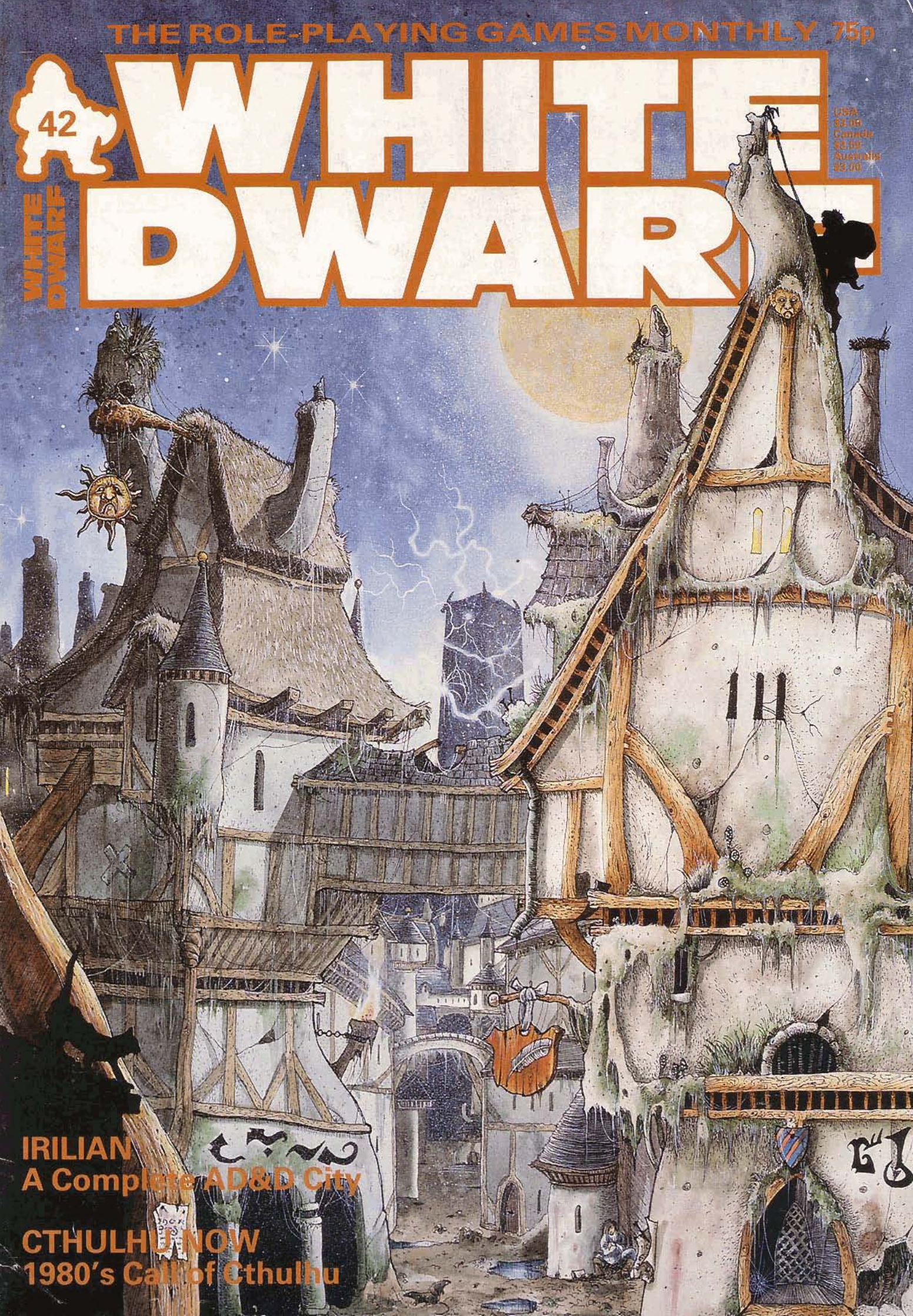

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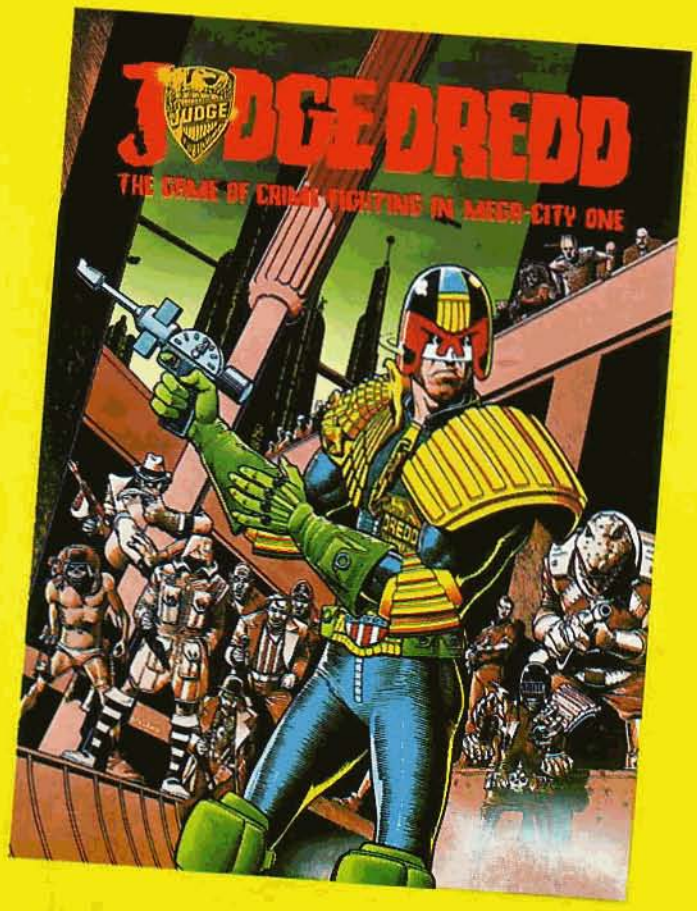

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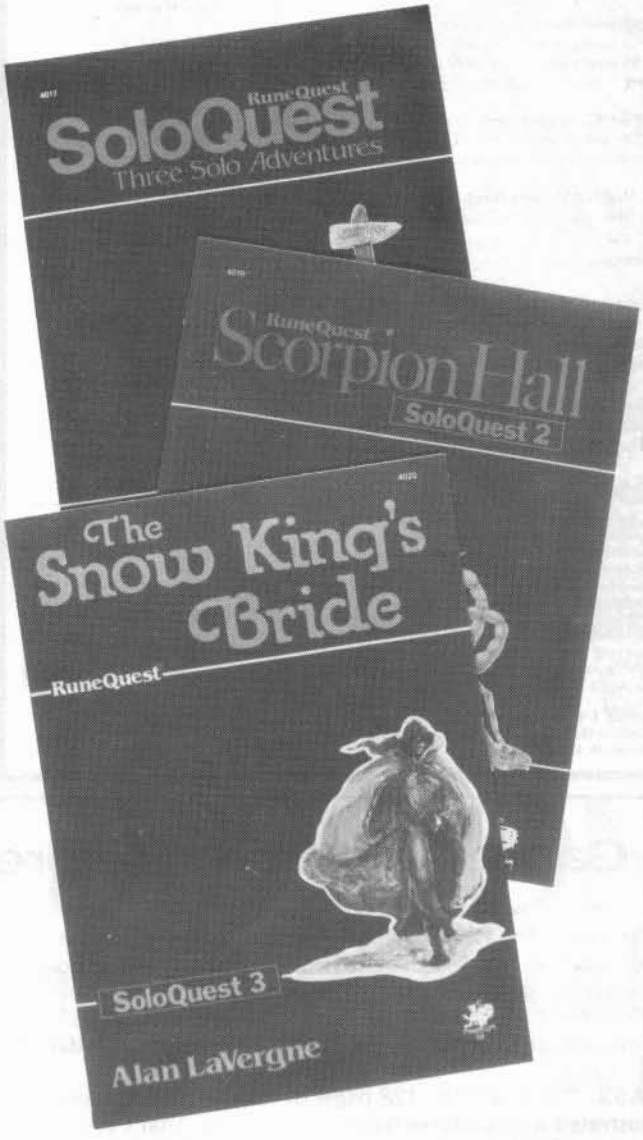

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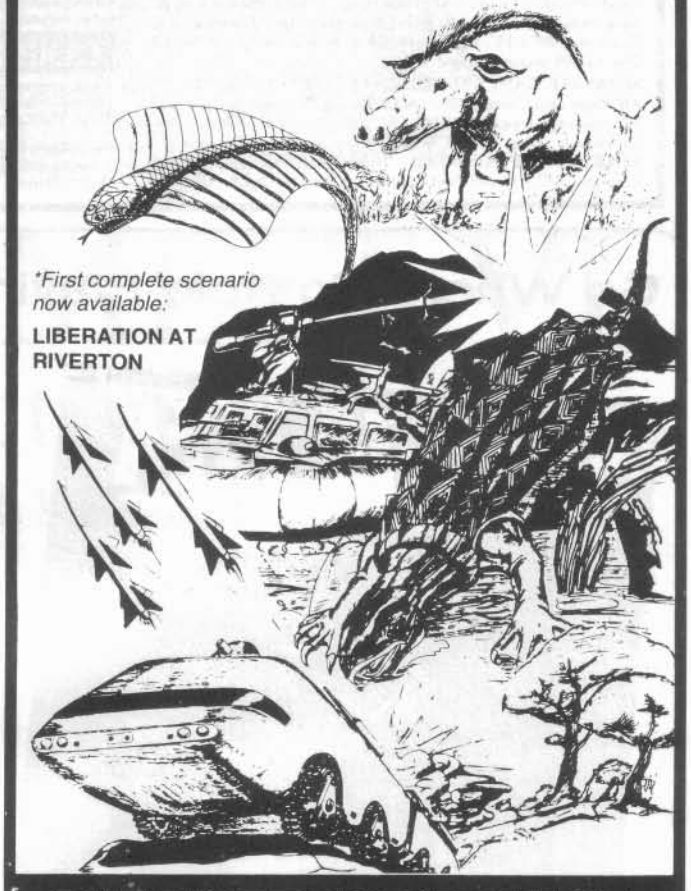

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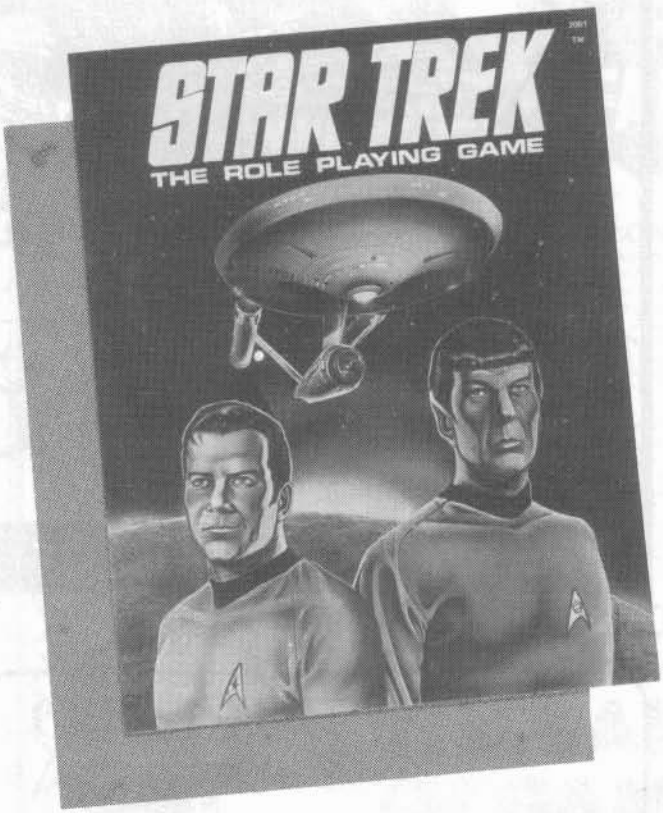

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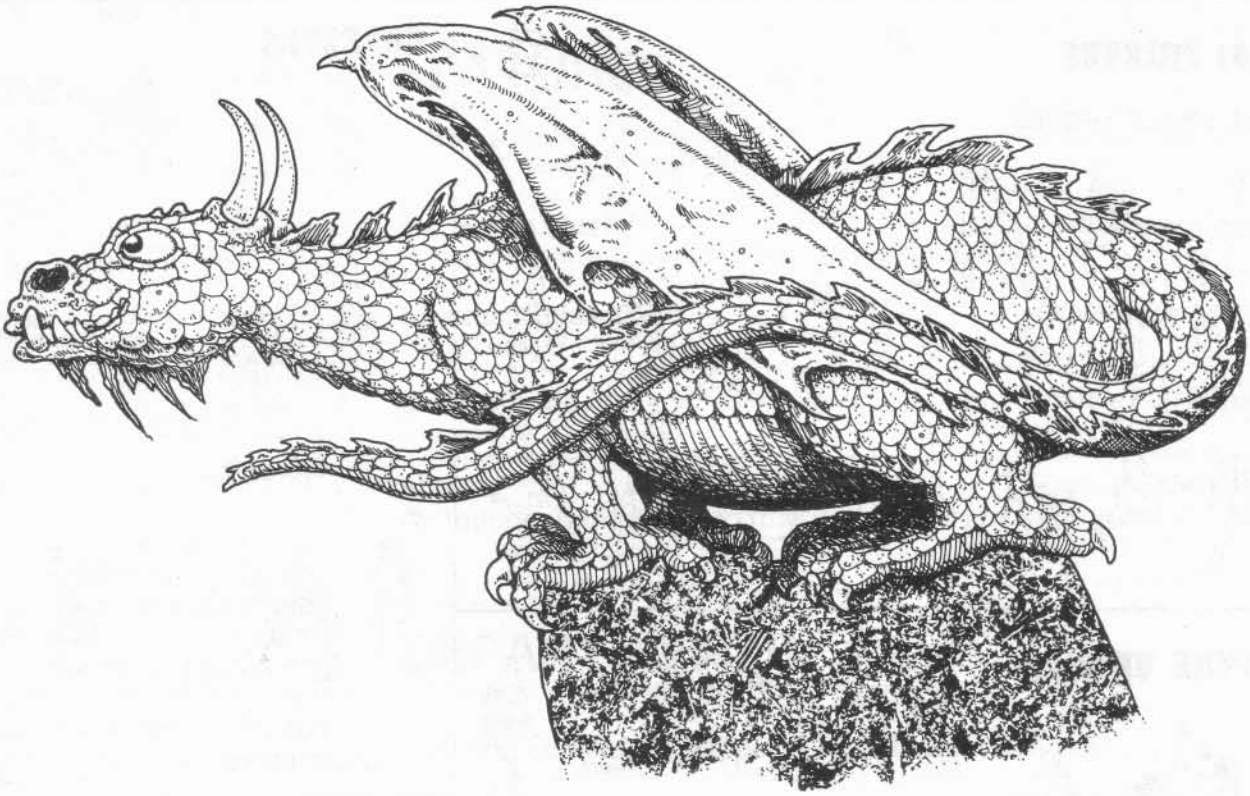

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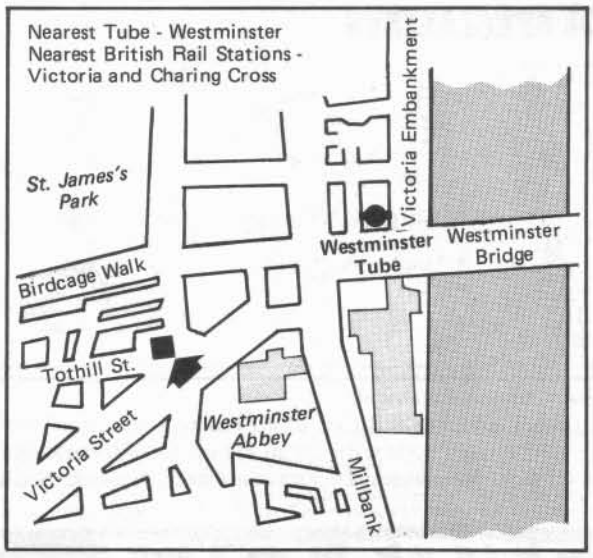

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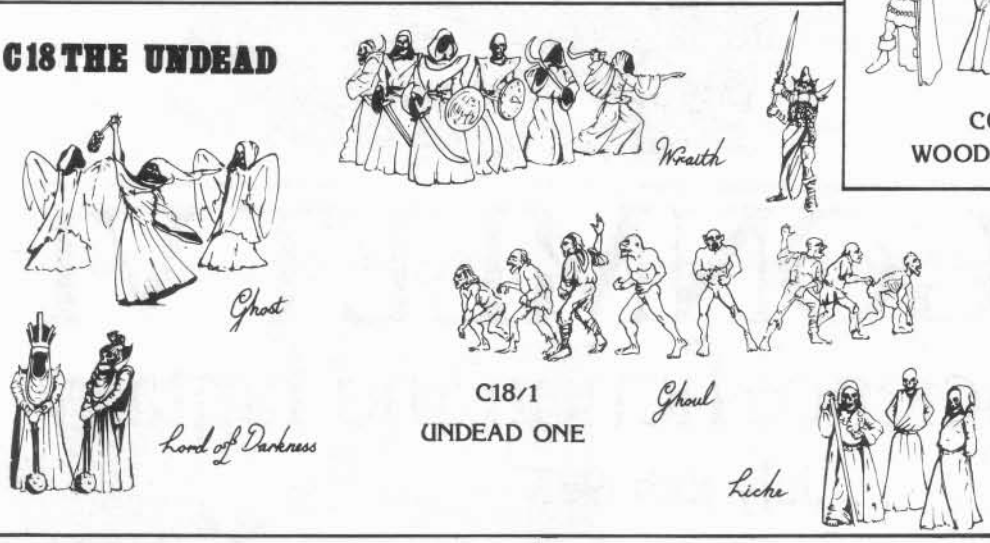

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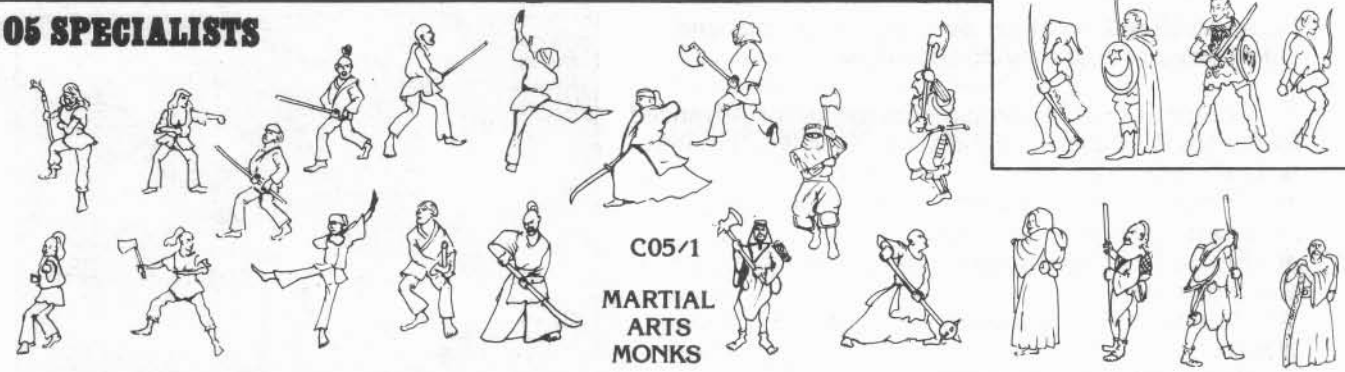

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Having had time to sort through all my 'hate' mail concerning the changes of style that have been applied to *White Dwarf*, certain conclusions are now evident. After much soul-searching ,most readers now agree that whilst the old-style *White Dwarf* lettering was quaint, they are now used to (and prefer) the new style. Good. I'm glad of that. However, one thing produced a great outcry – the sacrilegious silhouetting of the *White Dwarf* himself. How could we do it to him they cried? Well, we must admit that it was a little drastic and so we have decided to restore him to his former self (see above). It is good to see him again.

Ian Livingstone

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CTHULHU NOW!

Part 1: Skills and Weapons
by Marcus L Rowland

How to play Call of Cthulhu campaigns set in the 1980's, including new skills and weapons.

Call of Cthulhu is set in the cosy world of the 1920's, and much of the game's charm lies in its period setting. However, it is possible to run adventures or campaigns set in the present day, and still produce situations as horrific as any that might arise in the heyday of the Cthulhu mythos. The power of the beings of the Cthulhu mythos may not be a match for the more violent examples of modern weaponry, but it has never been suggested that they would wish to begin any open confrontation. Their evil has always been exerted by carefully concealed routes, traps for the occasionally unwary individual or a slow gathering of strength for a rare and secretive use of power.

One problem of a modern campaign is the possibility that players will not take the games events seriously. Their first exposure to a Cthulhu-inspired mass murderer, or to a cult's random terrorism, should change their minds...

Character Generation

The standard methods used in *Call of Cthulhu* produce a character well-equipped for the 1920's but less suitable for the 1980's. The following additional and modified skills should be made available to players - some are essential, most are useful:

Computer Programming (Knowledge). The player character is familiar with the use of one or more computer languages. Since there are a vast range of languages it is essential that one specific type be selected initially, with further languages added for each 10% skill attained. If a previously unknown language is to be used the attempt is made at 5%. (Example: Eric Potter has 30% computer skill, in the form of *BASIC 30, FORTH 20, COBOL 10*. He wishes to attempt to gain access to a system operating FORTRAN, rolls 02, and succeeds). Obviously, those languages which are either subsets or simplified forms of a parent language can be used as the parent language, less 5% for lack of familiarity. (Example: Compiler BASIC is a subset of BASIC and of Machine Code, and can be used with 5% less skill proficiency than either - if a character has skills in both these languages their skill in Compiler Basic would be 5% less than the better of these skills).

Variants of the same language (Example: PET Basic and APPLE Basic) are used without skill penalties provided a few minutes are available for familiarisation. Unless otherwise stated, it should be assumed that a character's first proficiency is with BASIC.

The ability to extract information from open data bases such as Ceefax or Prestel is covered by library research skills, and not Computer Programming skill unless some programming is required.

Data gathering (Knowledge). The character is able to make effective use of devices such as video cameras, tape recorders, electronic 'bugs', and the like, and knows how to perform routine servicing if they malfunction.

Electronics (Knowledge). The character can identify electronic parts, trace circuitry, etc and use this knowledge to determine the function and probable origin of electronic devices, make repairs, etc.

Nuclear Physics (Knowledge). The character has theoretical and/or practical knowledge of this subject, which can be applied to problems such as decontaminating irradiated Investigators, the defusing (or assembly) of home-made weapons, etc.

Pharmacy (Knowledge). Includes the ability to identify narcotics and hallucinogens.

Treat Poison (Knowledge). Includes the ability to deal with those suffering from drug overdoses, 'bad trips', etc.

Drive Automobile/Motorcycle (Manipulation). Characters may prefer to specialise in Drive Motorcycle rather than Drive Automobile. Both skills are used in the same way. Possession of one skill does not imply possession of the other. A minimum of 20% skill is required for safe road operation of either vehicle under normal conditions, and is available for one of the two forms of vehicle without point cost in the character generation process. Characters may, of course, choose both skills, but the full point cost must be paid for the second skill.

Parachute (Manipulation). Possession if this skill allows the Investigator to make landings under normal conditions without injury, and gives a roll against injury in difficult or unusual conditions. If characters do not have parachute skill they must make a roll under 2 x DEX to avoid injury in any use of a parachute. Characters with parachute skill make a skill roll to avoid any chance of injury in adverse conditions, then a DEX roll if the skill roll fails (Example: John Castle has 20% parachute skill and 12 DEX, and has to make a freefall jump into a moutainous area. The referees rules that these are unusual conditions. Castle rolls 25 for skill, a failure, but then rolls 22, under DEX x 2, to avoid injury). If skill and DEX rolls fail the user takes 3d6 injury. If skill rolls or DEX rolls are above 95 a luck roll should also be made to avoid a parachute malfunction for an additional 6d6 injury.

Pilot Aircraft (Manipulation). Normal skill applies only to propellor driven craft. If skill with helicopters or jets is desired a prerequisite is a minimum of 30% normal skill. A minimum of 20% skill is required to use any form of modern aircraft, regardless of type (Example: Joe Meades decides to become a pilot and selects 50% normal aircraft skill, 20% jet aircraft, and

30% helicopter). Wholly unfamiliar forms of aircraft are piloted with 20% of the total of all forms of aircraft skills (Example: Joe Meades is trapped aboard a hovercraft by cultists, and decides to escape by piloting the vessel out to sea. He has a total of 100 points aircraft skill, giving a 20% chance of mastering the controls, but rolls 87 and is still trying to start the engines as the cultists break in. Sorry, Joe...). It should be remembered that it may be physically or technically impossible to perform some aircraft skills single handed - for example, some modern airliners require a ground crews' help to start their engines.

Referees will probably find that players wish to gain other skills (eg Scuba Diving). Such ingenuity should not be discouraged, but the referees should not allow characters extra skill points for the acquisition of other abilities. Some skills may, however, be incorporated into existing skills (Example: Hang-gliding into parachute skill, Truck Driving into Drive Automobile) with some loss of proficiency. If a Prior Experience skill generation procedure is used the referees will need to control the options available to players with great care. While it may seem like a good idea to allow a character to serve with the SAS or Green Berets, in practice Investigators with the skills likely to result would seriously unbalance the game. As a general guideline, the increase in technical training inherent in almost all modern jobs and professions should give an additional 20% skill for each five years in an occupation. (Example: To Enlisted Man add a second skill from the alternatives Drive Auto, Electrical Repair or Operate Heavy Machine, double the level of these skills to 10% and add another 5% to one combat skill). Some new prior careers follow:

Engineer: Chemistry *or* Geology (10), Computer Programming (15), Electronics *or* Electrical Repair *or* Mechanical Repair (15), Operate Heavy Machinery (20), 30% chance of Nuclear Physics *or* Pilot Aircraft (30), players choice.

Rock Musician (Only available to characters of CHA 11+): Electronics (20), Pharmacy (10), Drive Automobile (10), Credit Rating (10), Bargain (10), Fast Talk (10), Sing (5), 10% chance of Pilot Aircraft (30). It is not usually practical to allow player characters to be active in this profession during a campaign.

Criminal (White Collar): Read/Write English (5), Accounting *or* Computer Programming (20), Law (15), Listen (5), Psychology (5), Bargain (10), Fast Talk (10). For each period in this occupation a luck roll should be made, if unsuccessful the character spends the next 5 years in prison.

Convict: Any two knowledge skills except Cthulhu mythos (20), Library Use (10), Hide (10), Move Quietly (10), Pick Pockets (10), Credit Rating (-10), 15% chance of any one weapon skill (10) *or* two hand-to-hand skills (5).

Income

Since income can vary considerably in different countries it is almost impossible to produce a single standard formula for the calculation of Investigators wealth. For British characters in the 1980's a roll of d4+3 multiplied by a thousand pounds should give a useful range, assuming that this is income after taxes and other deductions have been made, with professionals earning £1000 x d6+2 and authors £1000 x d8. These figures should not be considered to be especially close to the true income of these groups - they are simply convenient values for accounting purposes.

Firearms

In order to simplify conversion to modern conditions it is assumed that all types covered by the original rules retain their power, range, etc - in effect, these designs are still made because they are suitable for the uses for which they were originally produced. However, there are also several new designs and types which are not covered by the original rules:

Weapons Table for the 80's

Weapon	*Shots*	*Damage*	*Base*	*Range*	*Break*	*Notes*
Light SMG[1]	1	1d10+3(x1d3)	12%	30 yards	7	Impales
9mm Machine Pistol[1]	1	1d8+3(x1d3)	10%	15 yards	7	Impales
Heavy SMG[1]	1	2d8(x1d3)	15%	30 yards	10	Impales
Revolver, .357 Magnum	2	2d8	15%	20 yards	12	Impales
Automatic, .357 Magnum	2	2d8	15%	20 yards	10	Impales
Autoloading Rifle, .22[2]	2	2d4	10%	25 yards	8	Impales
Autoloading Shotgun, .22[2]	2	2d4	30%	10 yards	8	
	2	1d4	30%	20 yards	8	
Autoloading Rifle, 9mm[2]	2	2d8	10%	75 yards	12	Impales
Light Anti-Tank Rocket[3]	1	5d6(1 yard radius)	5%	300 yards	5	Impales
Heavy Anti-Tank Rocket[3]	1	8d6(3 yards radius)	0%	600 yards	5	Impales

Notes

1. Fired as automatic weapons (see *Sourcebook for the 1920's*).
2. Modified military designs. A competent gunsmith can convert them to full automatic operation.

It should be remembered that it is extremely difficult to buy firearms without various official permits in most modern countries, and that full auto machine guns are illegal almost everywhere. Prices have not been listed since there are a wide variety of weapons in each specification.

3. Disposable launcher, no guidance system. Uses shaped charges for impaling explosive penetration. Weapon is carried in a pack, unfolded, fired, launcher discarded. Wire or laser guided, usable by trained personnel only. Launcher can be reused (after several rounds).

Even the least powerful heavy military weapons of today could probably destroy any creature of the Cthulhu mythos with relative ease. A single anti-tank missile, for example, would probably inflict over a hundred points of damage on any creature it struck at a range of several miles. Since such weapons could seriously upset a campaign's balance it is suggested that they be kept in the background for mopping-up operations after the main action has ended. However, it is possible that some of the events of a campaign may be motivated by factors relating to such weaponry.

The most 'advanced' weapons, such as atomic bombs, cause extreme damage over a large area. The following (simplified) table gives the ranges for various results of their use.

Nuclear Weapons

	Radius of damage			
Power	*Total*	*Blast*	*Secondary*	*Fallout*
1Kt	100 yards	500 yards	1 mile	5 miles
5Kt	500 yards	1 mile	5 miles	25 miles
10Kt	1000 yards	2 miles	10 miles	40 miles
50Kt	5 miles	10 miles	20 miles	75 miles
100Kt	8 miles	20 miles	35 miles	100 miles
1Mt	12 miles	40 miles	75 miles	200 miles

Kt = Kilotonnes Mt = Megatonnes

Total refers to the radius within which it is impossible to survive regardless of a character's skills or physical characteristics. Objects within this radius will either be vaporised, burnt, or reduced to pulverised rubble.

Blast refers to the radius within which all structures are subjected to severe damage, and all living creatures take 10d100 damage. Any investigator within this radius will almost certainly receive a lethal radiation dose.

Secondary is the radius within which structures and people take significant damage (from shockwaves, falling rubble, flying splinters of glass, etc.) and within which most electronic equipment will become useless, due to magnetic erasure of data (in computers), radiation damage to transistors, etc. Any living creature within this radius will take 5d20 damage, which may be halved by a successful luck roll.

Fallout indicates the radius within which characters will need to take precautions against drifting radioactive dust and gas, for a period of several months after a nuclear explosion.

It should be remembered that some conventional weapons are nearly as powerful as tactical atomic weapons. Under certain circumstances (eg the player characters are a mile underground in a lead-liner bunker) the referee may wish to modify these results.

An additional possibility referees should consider is that the unannounced use of atomic weapons may trigger a worldwide nuclear conflict. This might, of course, be the reason for their use by cultist groups.

Other weapons which might enter a campaign on a similar basis are military gases, toxins, and beam weapons, but there is too little data available to allow a hard and fast description of their effects.

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Dr Christopher Evans - *Cults of Unreason*
James Gunn - *The Magicians*
Dave Langford (and others) - *The Necronomicon*
Fritz Leiber - *Our Lady of Darkness*
Eric Frank Russell - *Sinister Barrier*
Bob Shaw - *An Uncomic Comic Book Story*
John Sladek - *The New Apocrypha*

Referees may also find episodes of the TV series *The Prisoner* and *The Avengers* helpful in suggesting plot ideas for their own campaigns.□

Next Issue, Part II will be scenario and campaign outlines utilising some of the skill and weaponry mentioned above.

... to catch a thief ...

Crime Prevention, Perpetration and Detection in Traveller by Graham Staplehurst

Slowly, Hugh Jorgen leant into the dark opening. Carefully, he reached for his can of Listlose *and liberally sprayed the room. He wasn't taking any chances! Unclipping his shoulder pack, he withdrew the Dasschön Cap. Next - the brainmap!*

ANTI-INTRUDER ALARMS

Wire. TL5. Windows and doors may be 'wired' so that an alarm goes off if they are broken or opened and a flow of current interrupted. Alarm, control boxes and wires are easily bypassed.

Statel Screens. TL8. This is a screen of static electricity programmed either to give an alarm if the screen is broken (ie pierced) or to give stunning shocks to anyone or anthing touching it. These two types are low-current and high current respectively. They may be bypassed with an expanding microfilament mesh and static electricity generator (hand-held models available). At higher tech levels, screens get larger and more finely tuned. At TL11, a cyclic screen is developed, needing careful use of a magnetic quasi-material projector as well as a statel generator to be able to pierce the screen without interrupting it.

Pressureplate. TL6. A pressure plate is an electronic resistance pad which alters a flow of current when pressure is applied. They are usually well camouflaged. Higher tech level pressure plates are more sensitive and harder to electronically tamper with. Anti-gravity is the best way around them!

Sonar/Radar. TL7. Short-ranged indoor sonar and radar traps work in a fan shape of up to 180° of arc and 80cm thick. Anything moving in this field will trigger the alarm. Sonar absorption fields are developed around TL8/9 and material capable of being worn and absorbing sonar and radar can be obtained (very expensively) from TL10.

Particle-Count Detectors. TL12. Any person or large piece of material gives off some radiation and these detectors can pick this up and analyse it, giving the alarm. Totally-enclosed suits lined with certain heavy metals and processed in a polarising chamber can channel this extraneous radiation away.

Lasercell. TL8. These operate like photocells but carry very narrow beams that are also directional to prevent beam-substitution. Often the only way around them is to get at the mechanism. However, at TL11, polarising laser mirrors may help in interfering with these devices.

LIST. TL9. LIST is an acronym for Light-Intensifier Scanner/Tracker. It works in complete darkness on any material's natural (if very low) luminescence. These devices either function as alarms (scanner) or direct fire from stun-beams or other weapons (tracker). Usually several will be mounted to give a fully covered area. Specially treated totally-enclosing suits will protect an intruder, and special aerosols are obtainable which confuse LISTs but do not interrupt lasercells, photocells or heat sensors.

Photo-Electric Cell. TL6. The photocell produces current while light shines on it, the alarm is sounded if the light beam is interrupted. These are easily tampered with, or a different light source may be used to keep the current flowing in the alarm system whilst the main beam is broken. At higher tech levels, non-visible beams (eg ultra-violet) are used as well as narrow-frequency colour coding. Some may change colour according to present complex patterns, but even these are overcome with rapid computer analysis of the pattern-code.

Heat Sensors. TL9. Heat sensors are sensitive to heat output from animals of ½kg weight or more and sophisticated enough to distinguish draughts etc. The various heat-camouflage suits used for evading IR detection listed in *Book 4* will also be effective against these heat sensors.

Varigrav Plates. TL11. These plates generally surround the protected area and continually alter the force and direction of gravity (0-6G). Grav belts etc are no protection against these plates normally, as they are limited to about 3G maximum and are uni-directional. Special anti-gravity modules can be obtained to hold steady under fluctuating conditions such as these, providing the changes are predictable - this may mean computer analysis.

Radio-Link. TL7. General alarm devices can be linked by radio signals instead of wires to prevent tampering. However, radio signals can be duplicated or jammed. At higher tech levels, radio beams are tighter and pulse-coded and these need specialised radio detection equipment and computer code analysis to crack.

LOCKS

Credit-Card. TL7. The 'key' is a plastic card containing an impregnated magnetic strip and the card is inserted into a slot by a key-pad on which the user types personal identification. These are easily duplicated or made up if the key-code is known. The code can be read off the magnetic strip with the proper equipment.

Voiceprint. TL8. The locking device matches the user's pronunciation of the current password with a pre-recorded sound pattern. Obviously, these can be tricked by very good mimics or tape-recorded speech of a user. Some devices are sophisticated enough to be able to 'hear' tape-recorders however.

Palmprint. TL9. The user's hand is pressed face-down on a plate next to the lock and the print is matched with those in its files. At TL10 molecular gloves cast from a user's hand can be worn by impostors.

Retinaprint. TL10. The user's eye is pressed up against a socket and the pattern of blood vessels on the retina are compared with the patterns held by the lock-computer. Impostors may be able to get away with contact lenses etched in the pattern of a real user's retinaprint.

Brainmap. TL12. An x-ray device automatically descends over any user's head and maps the convolutions of the cerebral hemispheres, checking this brainmap against those stored in its memory. A Dasschön cap linked to a micro-computer simulator can give a false reading to a brainmapper.

IDENTIFICATION

Biomap. TL9. This is a complete biophysiological identification of a body. It notes all internal organs and surface features, getting more detailed at higher tech levels. A biomap is much too extensive to be able to deceive even by major surgery. The best thing to do is to make sure that no biomaps taken survive for very long! Note that biomaps cannot be made before age 18 and are useless (legally) after 5 years or so. A full biomap takes about 1 hour, but specialised biomaps (eg a brainmap) are faster. The simplest biomap is height, weight and blood group (TL6). Biomaps are used with MIRors.

Retinaprints. TL8. Retinaprints are first used for police identification at TL8 but are too complex to be used on machines until TL10. Permanent discs like the contact lenses mentioned above may be 'invisibly' inserted under the cornea (TL11).

Fingerprints. TL4. You all know what fingerprints are. As mentioned above, gloves may be worn to falsify identification. At TL11 and above, skingrafts to permanently replace fingerprints can be done with very little in the way of detectable scars.

WITNESSES & EVIDENCE COLLECTION

Hypnotism. TL7. *Note*: this is outlawed on many planets and is rarely accepted as evidence in any trial. Hypnotism may be used on either witnesses to get better statements or on the subconscious of the accused, which is supposedly unable to lie. Hypnotism is generally easy to resist. Truth Drug is a hypnotic inducer, TL8.

Metal Detectors. TL7. Metal detectors are used for personal searches, scanning floors etc. At higher tech levels they get increasingly more sensitive, smaller and can be tuned to 'pick up' materials of specific densities only. At TL9 the first 'evaders' are developed to trick these detectors, but are large and so can only be used to 'hide' large items. By TL11 evaders are personal items.

Biochemical Tests. TL7. Biochemical tests are used to analyse hair, skin dust etc dropped at the scene of a crime and identify the person it belonged to. It needs a comparison to work. Obvious ways of frustrating these tests include total personal encapsulation or scattering material from other people.

MIRor. TL11. Molecular Image Restoration. This device operates only within enclosed areas and cannot be used if the area has been subject to more than 10 mins of disturbance by other people. It samples the atmosphere, dust etc and builds up an approximate biomap of the last person(s) in the room/area. This can then be compared with existing biomaps on file.

REMemBRe. TL12. Recent Experience Memory-Bank Repeater. This is used on witnesses, in whom it stimulates the memory of a particular time and place. The machine analyses the stimulated brain waves and projects a 3D image which is recorded by holography. The memory can only have been within the last 7 days, although higher technology machines can recall experiences from as far back as 1 year (TL15).

Sniffer Dogs. TL6. Various animals (not only dogs) can be trained to track people, drugs, explosives etc. At TL10 or so, electronic sniffers are useful in situations not conducive to animals.

PERSONAL PROTECTION

Armour. TL7. Personal armour is well detailed in *Books 1 & 4*. At TL8 mesh can be worn less obtrusively beneath other clothing, and at higher tech levels it gets progressively less bulky and more flexible. Cloth armour makes the average human look like an unpleasantly fat Venerian.

Pocket Chimes. TL8. This device fits into the lining of a pocket with a packet of electronics about as big as a cigarette packet. It is controlled by a concealed switch that looks like a button or buckle. When a hand intrudes into a protected pocket, it chimes (as loudly as wanted), unless the control switch deactivates it first. The control switch is necessary so that the wearer can use his/her own pockets. An observant pickpocket will be on the lookout for people fumbling with controls when they take their wallet out and will unobtrusively switch it off before picking a pocket!

Tracker. TL8. Often disguised as a credit card, a tracker is a micro-miniaturised radio sender that can be tracked within 10km. The tracker is usually activated by a coded radio signal and will send for about 7 days.

Personal Alarm. TL8. These devices commonly known as 'shriekers' are always disguised - as a watch, piece of jewellery, etc. When pressed they give off a loud piercing noise and wide-band radio SOS to alert police.

Stun Jacket. TL9. This jacket will give protection equal to jack-1 (unless this +1 makes it better than mesh). Additionally, when a control (placed somewhere handy eg on a cuff) is activated, several thousand volts are instantaneously put through wires hidden in the fabric on the outside of the jacket, stunning any attackers for 2d rounds. It is thus very useful if caught in a brawl or set upon by muggers. After use, the jacket must be refitted at ¼ the cost.

Anti-Tranq Pills. TL9. When hit by tranquilizing darts or gasses, characters may get time to use these pills if they keep them somewhere readily accessible, and they roll under their DEX on 3d (or 5d if surprised). After taking them, the user will merely feel groggy, fighting with DM-1 to hit. Others firing/striking the character get a DM+1.

Characters may take anti-tranq pills before such an attack if they think that it is likely. They will suffer from a slight blurring of sight however and will fire guns with a DM of -1. This may also cause a reduction by 1 level of any vehicle/piloting skill. One dose is effective for about 10 minutes.

Fake Lasblade. TL10. These harmless objects function in the same way as laser swords or foils and look identical. They sure frighten people off though!□

Shamus Gets a Case

A Pavian tale of passion, love and fear by Oliver Dickinson

It is really quite surprising how many persons there are in Pavis who wish to have a reputation for being tough. There are certain advantages to having a reputation for being tough, such as that other persons will treat you with respect, and listen when you wish to gab, and maybe buy you drinks, and this is all very good for the old pride, but getting such a reputation is likely to involve a considerable amount of risk. There are some who run risks because they have to, such as soldiers, or members of tough cults, or persons who aim to make themselves rich by methods that are not legitimate, and if these survive for a long time they tend to accumulate a reputation without making any special effort. Then there are Adventurers, of course, who in my view are crazy, one and all, because they seem to enjoy taking risks, and these too, if they survive, will get a reputation. There is no other good way to do it, though plenty of person think they know one. Such persons go around talking tough, and acting tough, and hang weapons all over themselves, and they clearly hope to impress everyone else into believing they are tough, but sooner or later someone will refuse to be impressed, and then they generally wind up the wrong end of something painful, so this is not reckoned to be a smart way to behave in Pavis, where there are so many persons who actually are tough, even if they do not always look it.

Now among those who have the reputation, or are trying to get it, there are many dolls, and while you may figure that this is no way for a doll to behave, and such dolls must have no other opportunities in life, this is by no means the case. Though they include big hefty dolls such as may seem natural mates for Cave Trolls, many of them are fairly easy on the eye, and it is hard to understand why they will bother with Adventuring or belonging to some cult which send them out on tough assignments, when they can have a home, and a husband, and little children running about, and all this and that. But this is a subject on which few of them are ready to be questioned; in fact, the chances are they will bust you one in the snoot if you suggest that is not a traditional way of life for good-looking dolls, and as I do not care to be busted on the snoot I never find out why they do it. Indeed, I long ago give up wondering about it, as I have plenty of more important things to figure out, such as who will win the next Troll Ball game. But many guys are fascinated by tough dolls, and find them very romantic, though personally I will prefer my romance without the sharp stuff around. But this does not seem to bother such guys, and plenty will do some pitching to these dolls, and as long as they do not mention husbands and children and such-like they may do all right, for tough dolls are also interested in romance now and then.

Far and away the most successful of such guys is one by the name of Sweet-Talking Shamus, but then he has a lot going for him. He is tall, and well-built, and has blue eyes, and curly black hair, and shiny white teeth that he is always flashing, in fact he is as handsome as

any guy has a right to be, and as you will guess from his name he has a great line in talk, though his talk sometimes sounds a bit funny, as he comes from way away from Pavis. He is always to be seen in the company of some tough doll, and while it may not be true, as some malicious characters insist, that he is never sincere in what he says to them, but makes his living this way, it is certainly true that they are dolls who are successful in their chosen career and have a fair bit of dough, and always are staking him to meals, and drinks, and sharing their accommodation with him. Indeed, if they do not do this it is hard to see how Shamus will make out, as he is generally broke. But he is well-liked by many, and quite handy with his fists, so few will bad-mouth him, and certainly the tough dolls never seem to complain that they are not getting value for money.

Well, one time Shamus's current doll takes off, as his dolls are apt to do, to go on a mission or Adventuring or something, and what does he do but take it into his head to make a play for Griselda. There is some criticism of Shamus over this, not for his taste, because Griselda is certainly a looker, but for his sense. For while Griselda loosens up somewhat after she gets through avenging her brother, and can be good company when she is in the mood, most guys continue to treat her with some reserve, because her reputation for being tough, and her way of looking at people, are apt to make the average guy nervous, and moreover nobody can figure out what she will do next, and what her angle is. Furthermore, Wolfhead is believed to think very highly of her, and nobody but a rank sucker will think of cutting in on Wolfhead. But Shamus just goes right ahead, and Wolfhead does not seem to object to his presence around Griselda, so the odds on his getting somewhere shorten somewhat, but not by so very much, at that, because Griselda does not seem to take much notice of him, except to include him in a round of drinks now and then. Now Shamus is by no means accustomed to such treatment, but he is no quitter, and so he hangs in there and steps up the pressure. He gets to where Griselda will talk to him, and smile at him, and even let him kiss her hand every once in a while, but she makes it plain that she takes it all in fun.

Well, if I am Shamus I will drop the whole thing and mark it up to experience, but he does not do this. Instead, he becomes really stuck on Griselda, and begins to look pale and go off his feed, and lose sleep, and all that. In fact, he gets so stuck on her that he becomes very boring, for he can scarcely talk of anything else, and his talk is by no means interesting but very repetitive, being concerned with what a fine doll Griselda is, and how he cannot live without her, and so forth. There is much speculation about Griselda at this time in Pavis, and you can hear all kinds of stories about her past, but Shamus will take violent exception to anything that he considers critical of her, and since anything that will cause some holy person to raise even an eyebrow in mild reproof will be considered critical by Shamus, this covers just about anything you can say about Griselda. It gets to where no one dast to mention her name without looking round for Shamus, and it is all very tedious.

Now I will say this for Griselda, that she shows no sign of encouraging him. In fact she starts trying to play the chill for him, but he is very difficult to shake off and she seldom manages to get away for long. I come upon her one day in a little dive where I never see her before, because the liquor there is the next best thing to a low-potency acid, and I only go there myself because the owner is my cousin and will give me credit. She looks up very fast when I come in, but seems to relax when she sees it is only me, and offers me a drink. Naturally I will not refuse such an offer, even if it is my cousin's booze, and it turns out to be quite drinkable, as when Griselda comes in he dast not offer her his usual poison, but gets out some stuff I never know he has. It seems that Griselda is not on her first drink, or even her second, but she just sits there looking at nothing, and I do not speak, as she may not wish to be disturbed. Finally she turns to me and says, 'You know this guy Shamus?' and I admit that I do somewhat.

'Well, maybe you can tell me what ails him,' she says, 'I know his game; I see that type before. Can't he see that I'm not

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interested? I am beginning to get very sick of it. I do not want to have to kill the guy, only what does it take to shake him off?'

'Well, Griselda,' I say, 'it is plain that you do not perceive that he has a bad case of love for you, and such persons may not notice, or care, that the object of their affections is not interested, or so I hear.'

At this she looks at me very piercingly. 'This is straight stuff?' she says. 'He really has a case?' I nod, and she seems to slump. 'That is even worse. It will be seven years' bad luck if I even injure him. Well, it is no use asking you what to do, because I hear you are such a guy as will not get heated up over a doll if you are freezing to death. If only Shamus is like that!'

I ignore this crack, and decide to take a chance and offer her advice, for Griselda is certainly a doll that you will rather have friendly towards you than not. 'What I do not see, Griselda,' I say politely, 'is why you cannot think of some way of frightening him off without doing him permanent damage. I always hear that dolls are good at getting rid of guys they do not want, even if they are not as smart as you.'

At this I get the old look again for a moment, and then a glint comes into her eye and she claps me on the back just as I am taking a drink to relieve the tension. While I am still choking, she says, 'Good thinking. Here, keep the flask,' and she is off out the door before I can say thanks.

I am not there when it happens, but it seems that the same night Griselda announces that she needs some action and suggests to Shamus that they see the town together. Those who view the scene say that Shamus is out of his seat so fast that he nearly collides with her and starts the action sooner than anticipated, but he gets himself under control, though he is closer to her than a dead-heat as they go out. Nothing is seen of them for the rest of the evening, and along towards dawn one and all in Lilina's are speculating freely, when in comes Shamus. He is walking very slow, and he seems a little mussed up here and there, and his expression is very strange to behold, indeed. He gets to a table, and sits down as if his legs will not hold up any longer, and one and all gather round with great interest. He looks up at us, and says hoarsely, 'Do you know what I'm going to tell you?' which is the way he starts half his talk, and personally I think it is a dumb thing to say, because how will we know before he tells us, but we are all used to it, and just say no. 'That Griselda's a most extraordinary woman,' he goes on, and then it seems like he can't get another word, but just sits there shaking his head. 'Is she hot stuff, Shamus?' someone finally asks. His face goes even stranger, and he says, 'Listen till I tell you,' which is another bit of his odd talk, and we listen.

'When we go out,' he begins, 'I ask Griselda if she wants to take in some high-class night spot, but she says she is not really dressed for it and besides, she wants something a bit livelier, and before I know it she is leading me down into the really rough end of town. I figure it best to go along with her on this, although this is not an area where I will look for enjoyment myself, and I become slightly nervous when I see she is heading for Rowdy Djoh Lo's, because it is well known that you can lose your life most any night in Rowdy Djoh Lo's, and the company is by no means select. In fact, I ask Griselda if she really wishes to go there, and she look at me in surprise and asks why not. I say it is a joint that is considered a little rough, and she just smiles and says, "Surely you're not scared?" Naturally, I am not scared, simply cautious, but I can see that she will not believe me if I say so, so in we go. There is a big dirty guy leaning against one side of the door, at first shows no inclination to move aside and give us room to get by easily, but when we are close he does a double-take and then steps aside very fast and gives Griselda a big smile, and she marches straight in. When we get in, I feel even more uneasy, for everyone looks up at us, and there are people there whom I know of that I actually do not wish to meet anywhere. There are Wulf the Warg, and Carver Donan, and Snakefang, and many other such hard cases, and I can see that this is no place for a peace-loving guy like me. I figure we will be about as welcome as a hungry Dragon Snail, but some nod, and some smile, and one groups calls to Griselda with great enthusiasm. I am hoping she will not go, as this includes the worst-looking guys of the lot, but she gives them a big hello and walks straight over, so I have to tag along. I do not care for the way they look at me, and I feel very thankful that after Griselda introduces me they ignore me completely.

'Snakefang heads this group, and they are playing mumblety-peg which is a game he is very fond of. It is a game where you spread your fingers out on a table and jump a knife-point to and fro between them very fast. It is said that sometimes Snakefang puts a little Blade Venom on the knife-point, to make it more interesting, but it is all in fun. Money is being wagered on this game, and nothing will do Griselda but she must join in, though she does inspect the knife first, which everyone finds very amusing. At first I can scarcely drink for fear she will injure one of her pretty little fingers, but she never misses, and wins a few Lunars, though some are faster than she is. I am beginning to relax when Snakefang suggests I try the game. I explain that I am no hand with a knife, and Griselda looks at me very disappointed, and someone is heard to mutter that maybe I am yellow. She fires up at this, and says of course I'm not yellow, and to prove it she'll play mumblety-peg between my fingers and make the fastest time yet, though I never let her do this before. Well, naturally I have to agree to this, in fact I am not given any choice, and this proposition attracts much interest, and everyone gathers round. She gets a few bets in, and then she really goes to town until I will not believe I have a drop of sweat left, and I get no pleasure out of her holding my hand in place at all, but finally she stops, without even scratching me, and there is much cheering, and everyone pays off, and Snakefang says I'm a game guy, all right, and have another drink. Griselda says just one, as we must be going on, and I am sure glad to hear that. They say come back soon when we leave, and Griselda says she will, but I say to myself that I will not be along, for I commence to wonder if she is not too high-spirited for me.

'I hope that we will now go back uptown, but Griselda says she must visit her Trollkin pals that she does not see in a long time. I say something about it being late, but she says nonsense, it's early for Trolls, and I am a fine one to be thinking of running out on her, so I have to stay. When we get there I wish I am back in Rowdy Djoh Lo's, for almost everyone there is a Trollkin, except the guy who runs it, and I can barely see to drink my liquor, though maybe this is just as well, as I am probably better off not knowing what dies in it. But Griselda seems perfectly happy with the joint, and it is plain she is very popular among the Trollkin, and soon everyone is telling Dark Troll jokes and one and all are having a good time except me, though she translates a joke for me now and then. But just as she is telling a really long and complicated joke, who walks into the joint but two big Dark Trolls!' Trolls!

At this point Shamus pauses to refresh himself, and it is clear that the memory is by no means pleasant. 'Does she stop at once? She does not, but carries on in a loud voice which makes quite sure she can be heard, as everyone else quietens down, and when she reaches the punch-line she laughs like anything, though none of the rest do, and most are edging away from her. Well, the Dark Trolls look all burned up at the joke, and they start for us. I am swearing to myself that if I get out of this alive I will never associate with anyone but Healers, but Griselda just leans back against the bar, with that little sword that she carries everywhere along one thigh, and smiles at the Trolls. It stops one of them in his tracks, and he grabs the other by the arm and says something that I think has Griselda's name in it. Does that other Troll keep coming?' He looks round us all, but of course we do not know, and beg him to tell us. He shakes his head. 'He does not, and for my money he's a sound judge. He just sort of leers and says to Griselda in Pavisite, "Javis Gan will have my hide if I do anything to you," and she replies that Javis Gan tells her that joke personally, and then everyone has a good laugh, including the Dark Trolls, and she offers them a drink. They get to chattering away in Dark Tongue again, and I am edging towards the door, as I figure I have enough of Griselda to last me a long, long time and that I will be safer anywhere else but where she is. But she turns to me just as I think I can make a break, and says, "You aren't going? Why, surely you will set the drinks up for my friends." Well, this is the last straw, and I am out of there and halfway up the hill in nothing flat, and if I never see Griselda again it will be soon enough.

'Gentlemen and ladies,' he says, looking round at us very serious, and pounding the table for emphasis, 'Griselda may be very beautiful - and she may be very brave - and she can hold her own in any company you care to mention - but' and here he begins to shout, 'for your healths' sake stay away from her, because do you know what I'm going to tell you, she is the most dangerous doll to be around in the whole of Pavis!'□

SOLOQUEST 3
The Snow King's Bride
Chaosium Inc **£4.95**

Alan LaVergne certainly keeps them coming: this is the sixth solo adventure of his to be published in as many months. Like the earlier publications, it scores highly for inventiveness, attention to detail, and general playability and enjoyment, presented with a relaxed, often humorous manner that I find refreshing. The job is to escort Brunhild the Boisterous to her husband-to-be Snorkil Herringsbane across the snow-covered mountains; the employer, her father, wants an Initiate, but is otherwise unprejudiced, except against lawyers (now *there's* a cult yet to be developed!). A 70-90% skill range and some stored Power are recommended; a novice Rune level might even run it, but in that case the NPC's should be beefed up slightly. The possible encounters are many, vary from the serious to the whimsical, and include some new monsters appropriate to the frozen north. Essentially, the escort must cope on his/her/its (?) own, though Brunhild will provide back-up in magic and skills and may occasionally fight; since she is an independent type, her activities can affect the development of the expedition, to the extent of a potential romance with the escort if a male of her preferred type (she is not sold on the marriage). Perhaps if a male escort does successfully romance her, she should give him more help afterwards (there is one occasion on which she will, but there could be others). The basic fee is 800 oles (the local silver coin), half paid in advance and half on arrival; there are various potential bonuses and several possibilities of loot along the way.

From the time when the escort must decide whether to take the narrow bridge across a massive gorge, descend into it, or pay for a griffin-ride (the problem being that there are, two griffins, one good and the other one a bad lot who will ditch you if possible, and they are virtually indistinguishable), there is plenty of opportunity for the use of brains, exercise of skills, and display of the ability to keep your mind on the job or not, as you prefer. The only possibility not obviously allowed for is that the escort is carrying a bow or sling, which could come in very handy in some encounters, especially that with Snurmible. I cannot help feeling that Snurmible would not allow himself to be caught in melee and would not fight to the bitter end if he were, but try to flee (he should be able to outfly pursuit, but no Move is quoted for him or Shivertwig), and that even if neutral to her escort Brunhild might provide a little more assistance than suggested, but GM's must make up their own minds on this. Other points are minor: Brunhild's chest HPs should be 7, not 8, even if she is buxom; under 159, if you set off on a 2-mile journey around noon, it will be considerably *after* noon by the time you have got this far; the results suggested for various special hits might perhaps be reduced to the more realistic levels suggested by Tom Holsinger in *WF 14*; and should even a hard-packed iceball do as much damage as a stone? But otherwise I found this an extremely varied and enjoyable scenario, which could well provide an episode in the career of some favourite character.

Overall: 8 **Oliver Dickinson**

THE CITADEL OF CHAOS **£1.25**
THE FOREST OF DOOM **£1.25**
Puffin

These are successors to *The Warlock Of Firetop Mountain*, using a simple gaming system for solo adventures. Both are intended for a juvenile audience but will give an adult enjoyment, and require two dice, a pencil, rubber, and paper for effective play. The game system is based on three characteristics - Skill, Stamina, and Luck - which are generated by dice rolls then altered by combat, potions, etc. They cannot be raised above their initial values, making superheavy characters impossible.

The Citadel of Chaos written by Steve Jackson, pits its hero (or heroine) against the castle of Balthus Dire, a powerful magician who wants to Rule The World. It introduces an extra characteristic, Magic, which determines the number of spells the character can memorise, to a maximum of eighteen. Twelve different spells are available, and the character can learn one spell several times. Unwise spell choice will probably kill the character but the availability of magic adds a new range of decisions to encounters. As might be expected, this castle is not the best place to get sword happy, and hack and slay merchants will probably die at an early stage. There are numerous traps for the unwary, unfortunately many are of the choice of three variety with nothing to show the correct decision. However, these minor drawbacks do not spoil an exciting adventure.

The Forest Of Doom, written by Ian Livingstone, is a wilderness adventure set in an area with an incredibly dense monster population. The hero finds a dying Dwarf who was seeking a missing war hammer, vital for a forthcoming battle. Since there might be a reward the body is quickly looted, the dwarf's money and a sketch map of the area are taken, then it's off to the forest via the local magician's shoppe. In this adventure magic can be purchased as items, the choice available exceeding the hero's budget. Really stupid players might try to loot the mages home, but will not like the consequences. The forest itself is fairly lethal, some encounters being survivable only by luck or remarkably good combat rolls, while others can be settled without any conflict. The correct choice of magic items is essential, since many creatures and traps are only survivable with their aid.

Both books have 400 numbered sections, most having at least two choices available. The use of characteristics makes it possible for the reader to salvage a bad choice by combat or by a saving roll under luck. The latter is a perilous procedure since luck is reduced each time the roll is made, and a failure frequently makes a bad situation worse. They are organised to allow the reader to experience most of the book in a single adventure, and suggest mapping to reduce the chance of repeating a mistake. The books are illustrated by Russ Nicholson and Malcolm Barter, both of whom have the 'house style' seen in *The Warlock Of Firetop Mountain* and the adventure in *Dicing with Dragons*.

SoloQuest 3: Var

In Open Box, *science fiction and fantasy shops are viewed by independent auth*

At present the only other solo adventures for younger readers are *TSR's Endless Quest* series, which lack a combat and mapping system and make it impossible for all options to be experienced in a single adventure. By contrast the *Puffin* series offer a much more enjoyable system which will probably have a considerable influence on the coming generation of gamers. I look forward to seeing more in this series, perhaps with the system extending to include a wider variety of environments representing the choice of role-playing games available - an SF variant, superheroes, or even detective and espionage scenarios.

Overall: **Marcus L Rowland**
The Citadel Of Chaos **9**
The Forest Of Doom **10**

GRAV-BALL
FASA **£12.95**

In the not too distant future, there will be no wargames. The games world – controlled by the massive corporations – will be at peace. There will be no violence... but there will be *Grav-ball*, the spectator sport of the future.

Grav-ball is a mixture of handball and Rollerball. The two teams or armoured athletes tear across a zero-gravity court in an attempt to outscore the opposition by any means available, be they fair or foul.

In the boardgame, each player takes

ied and Enjoyable

games and rulebooks currently in the orities.

charge of a six-man side and strives to outwit and outmanoeuvre his opponent by selecting the best combinations of attacking and defensive actions. Every member of the team has an agility points rating (1d6 + 6) which is expended whenever an act is performed. With movement costing a single agility point but assault costing six points, it soon becomes obvious that a twelve-point player has a huge advantage over the weedy seven pointer in the number and types of act that he can carry out. Keeping track of these agility ratings is laborious and finicky and when coupled with ambiguous rules, masses of charts, and endless die-rolling creates exhaustion rather than excitement.

The presentation is adequate if uninspired. Drab artwork and a board that does not open (presumably due to the weird effects of transit on a zero-gravity volume) detract from the nice touches like the finely detailed miniatures that come with the game and may be used in place of the counters.

Much has to be deduced from the awkward rules if the game is to become playable. There is also some weird logic. Heartless Huey is a robot who patrols the void in order to deter excess violence. He achieves this by assaulting the nearest player whenever someone is incapacitated. It is quite possible for a law-abiding player to watch the opposition and *then* have Huey, the Metal Machiavelli, kill his two best players. There's justice for you!

Grav-ball is a huge blob of a game. The players face a constant struggle to impose some shape and form on it at the cost of fun and playability. Having said that, there is enough potential there for any aspiring gamer who accepts the challenge to rewrite the rules. For a game that promises so much, it is a shame it delivers so little. It simple does not do itself justice. The best recommendation is to forget world peace and bring back the wargames.

Presentation:	**5**	**Enjoyment:**	**4**
Rules:	**4**	**Skill:**	**5**
Playability:	**4**	**Complexity:**	**4**
Overall:	**4**		**Ian Waddelow**

THE MORROW PROJECT £7.50
LIBERATION AT RIVERTON £4.95
Timeline/Flying Buffalo

The Morrow Project is a post-holocaust role-playing system with a highly specific American background, some excellent mechanisms, and a number of gaps. *Liberation at Riverton* is the first published scenario for the game, and looks like a labour of love for the designers. The overwhelming impression is that all this is one group's long-tested game, reflecting its originators' tastes and personalities.

The game background is an ingenious solution to the old ref's problem; how come player characters are at once tough, free of ties, and ignorant of their surroundings? In 1962, a mysterious individual (possibly a super psionic) named Bruce Morrow, organised a group of leading industrialists to fund a project to preserve civilisation after a nuclear war. The Morrow Project developed a system of suspended animation capsules, and set up a vast number of 'bolt holes', in which small teams of volunteers were placed, to awake when the time came for rebuilding to begin. Players take the roles of team members, who emerge to find that the Project 'Prime Base' cannot be contacted; not all of Morrow's plans have worked out, and things are worse than expected...

Team types include Recon (lightweight scouts - probably the best for beginning players), Scientific (versatile, well-armed, but stuck with the most complex assignments), MARS (Mobile, Assault, Rescue and Strike - the military heavyweights), and Specialty (mostly supposed to assist the civilian population in rebuilding). Team members are defined by seven characteristics; Strength, Constitution, Dexterity, Accuracy, Charisma, Psi and Luck. Each is rolled on 4d6-4. There are no skills as such; the referee (alias PD - Project Director) determines what devices characters may or may not know how to use, and weapons skill is determined by characteristics, with a vast range of possibilities (Accuracy 1 cannot generally hit with a pistol, except on a 'Luck Roll'; Accuracy 20 almost always does). Psi is optional, little referred to, and poorly covered; Luck is a useful all-purpose 'saving throw', but if it is applied as an extra chance for gunfire to hit, as suggested, the casualty rate could go from bad to appalling. Experience is limited to small characteristic increases after weeks in the field; no rules for training in off-beat areas are provided. A 'Role-Playing Supplement' to cover such things is promised, but not soon.

Players emerge with lasers, flashy fusion-powered ATVs and standard contemporary US army gear, covered in enough detail to make this a useful sourcebook for any 'realistic' game.

The basic system is good despite some inelegancies, with one excellent idea. Hit points are divided equally between 'Structure' (distributed round the anatomy) and 'Blood' (all in one lump). Blood Points are lost at a faster rate, but only a few Structure Points may have to go before an arm or leg becomes useless; further, a head or chest hit can kill or stun immediately. Blunt instruments don't shed blood, but do disregard armour. Combat play moves quite quickly, despite the dreadful layout of the rules, but the full system can only be used if the Structure Points for each part of each combatant's body have been calculated; as this takes some time, PDs will often have to resort to the over-simplified 'NPC Quick Kill' table.

Next are some notes on conditions in the game world, from weather to technology; these are brief but sound, and lead neatly into the encounters section. This includes natural animals, oddities, and mutants; the last are handled 'realistically', and so are mostly psychopathic regressed humans and some outsize carnivores - less interesting overall than the weird and wonderful human cults and cultures that have emerged since the war (including some with hibernation technology akin to the Project's). The whole is topped off with a bibliography composed mostly of military handbooks, plus some novels.

Liberation at Riverton is intended as an introductory module, and it has a lot going for it. Clear, direct and obviously well tested, if oddly structured, it includes data on yet more contemporary military gear, and a full set of pre-rolled characters with full equipment. Unfortunately, it also has flaws. The reproduction of the game maps is a little blotchy, making the supply dumps hard to identify, and there is a shortage of ground scales. Worse, the outer cover - supposedly to be used as a PD's screen - has a lot of the game secrets splurged all over it. The major question, however, is that of game balance. The PD's notes freely admit that this is a dangerous situation; in fact, the players need luck, judgement, and decisiveness, and if they fail, the party will probably get wiped out. How you feel about this is a matter of taste...

The Morrow Project is a game with a very specific style, a lot of strengths, and a lot of weaknesses. Like any post-holocaust game, it may be a little depressing; it is certainly quite violent. It is, by current standards, simple and playable, and could be worse at the price.

	The Morrow Project	**Liberation at Riverton**
Presentation:	**4**	**7**
Rules:	**5**	**n/a**
Playability:	**6**	**8**
Enjoyment:	**6**	**6**
Skill:	**7**	**8**
Complexity:	**7**	**4**
Overall:	**5**	**6**
		Phil Masters

Critical Mass *is a regular book review column edited by Dave Langford.*

Hugos and Horrors

Once again it's the award season; each year the SF/fantasy field presents enough awards that it seems extraordinary that any book should escape. The British SF Association award for best novel of 1982 went to Brian Aldiss's *Helliconia Spring*, about which I've previously said nice things. It's the first book of a colossal trilogy covering thousands of years on the alien world Helliconia; the paperback is out from *Granada* in June and volume 2, *Helliconia Summer*, from *Cape* in Autumn. Meanwhile the SF Writers of America have voted Michael Bishop's *No Enemy But Time* [*Gollancz*] the Nebula Award as best novel of 1982; Bishop is a fine writer who improves with each book, and this time-travel story is his best yet, say numerous critics who unlike me have been able to get hold of review copies and read the thing. Gnash, gnash.

Next comes the shortlist for the Hugo award, thought of by publishers as the important one: according to the voters (members of the coming 1983 World SF Convention to be held in Baltimore), 1982's best novels were Asimov's *Foundation's Edge*, Cherryh's *The Pride of Chanur*, Clarke's *2010*, Heinlein's *Friday*, Kingsbury's *Courtship Rite* and Wolfe's *The Sword of the Lictor*. It would be base and evil to suggest that three of these are by authors past their prime, whose inferior work gets award nominations largely on the basis of past successes - and anyway, I suggested that a couple of issues ago. More later about the others; for now, note that - as usual - the books thought best by Britons and American SF professionals aren't even shortlisted by the American fans who vote on the Hugo. Indeed, no British items at all appear on the various Hugo shortlists, apart from some obscure hack called Langford (*Who he? -ED*) in the category 'best fanwriter'.

To dismiss all children's titles as immature or 'just for kids' is to be in danger of missing good books. *The Gruesome Book* [*Piccolo*; £1.00] is edited by Ramsey Campbell, who complains that junior ghost-story collections are too tame. 'I want those kids trembling with fear and lying awake screaming all night,' he said, or words to that effect, and the book's nine stories should achieve approximately this. Seven are loathsome oldies, classics of grue; two are nasty but new, one by the editor and one by Modesty Forbids. The blurb explains that the book ends with "the ultimate horror of 'The Graveyard Rats'!" (by Henry Kuttner); presumably even the blurb writer couldn't summon the courage to read the final story which follows Kuttner's.

The Borribles by Michael de Larrabeiti [*Piccolo*; 286pp; £1.50 - why are children's books always so cheap?] was published in hardback some time ago, in 1976. It and its sequel *The Borribles Go For Broke* did well in the USA, but editorial cowardice or something precluded a British paperback until this year. Borribles, you see, are souped-up juvenile delinquents with pointy ears - street kids who never grow up but go in for much squalor, swearing and gratuitous violence. After far too many sanitized plastic 'children' whose alleged naughtiness never gets beyond the apple-pie-bed and banana-skin level, it's refreshing to read about these likeable toughs murdering their way across London and even coming to sticky ends themselves.

The book is a kind of fantasy quest epic, with a trained gang of Borrible assassins trekking from Battersea to 'Rumbledom' (Wimbledon) on a nefarious errand. Descriptions of the Thames at Wandsworth make the desolation before the Black Gate of Mordor sound quite cosy and homelike... The aim is to slaughter the leaders of the Rumbles, allegedly vile creatures like huge rats who live on Wimbledon Common and have this tewwible pwoblem of speech impediments, not to mention names lik Vulgarian and Orococco. Yes, quite. I don't know what the Americans made of all this, but I gather that Womble fans were unamused, especially by scenes of wholesale carnage in which countless Rumbles have their stuffing knocked out, or worse, and your reviewer failed to contain his chortles.

The book isn't merely rowdy anarchy. The Borribles' underground society is nicely imagined, and the heroisms, treacheries and callousness follow logically from the way Borribles are. Without going all preachy, the author makes it clear that this kind of fun adventure is liable to get you killed: half the main characters are nastily betrayed and die futilely. As well as considerable imaginative flair, *The Borribles* has the ring of truth. Expect a game version any day.

Back in the good old universe of 'hard' SF, we have Stanislaw Lem's *More Tales of Pirx the Pilot* [*Secker & Warburg*; 220pp; £7.95]. Robots run amok, spaceships shudder and clank, computers go neurotic: it's old-fashioned stuff with a modern twist, since underneath the apparatus of lasers and fusion drives Lem is thinking hard about people's relations with machine intelligence. The perfect thinking machine is never perfect because it's been built by fallible us. 'A robot that can match man mentally and not be capable of lying or cheating is a fantasy.' So much for Asimov's Three Laws of Robotics!

Another American book deserving a mention is *Nifft the Lean* by Michael Shea [*DAW*; 304pp; $2.95 - see your friendly import bookshop]. Shea's previous book, *A Quest for Simbilis*, was remarkable as an authorised continuation of Jack Vance's *The Eyes of the Overworld*, written in an almost perfect pastiche of Vance's gorgeously ornate style. Traces of Vance are still visible in the adventures of master-thief Nifft, but Shea has developed a personal line in ghoulish inventiveness which makes his cosmos lurid and unforgettable.

There are four stories. One is an adequate fantasy caper about an ingenious theft; another rehashes the old theme of the Ancient Slumbering Doom Which Comes To The Sinful City, and lumbers massively on like a Vance short injected with too many anabolic steroids. The remaining two are why you should buy the book: both deal splendidly with trips to hell. First comes a gruesome journey to the 'Place of the Raging Dead', featuring a great deal of the sort of thing H P Lovecraft used to call unspeakable, indescribable and unnameable; Shea speaks, describes and names each vile detail, and tells a good story. But the heart of the book is the other hell-trip, 'The Fishing of the Demon-Sea', a 125-page mini-novel wherein Nifft unwillingly descends to the demonic subworld in a hopeless attempt to retrieve some snotty kid who conjured a demon and suffered the usual fate of those who mispronounce spells. In this garish hell, people suffer grotesque transformations and torments, described with vast relish and elaboration; the visceral variety of Shea's unpleasantness never flags, and the gaudy landscapes infect your dreams. I enjoyed this one.

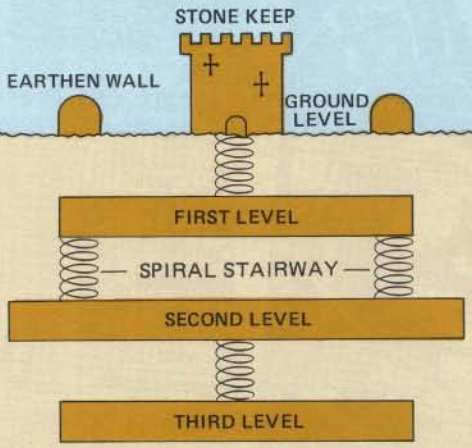
A word about SF conventions. The 34th British Easter Convention was held in Glasgow this year, guests of honour being James White (best known for his *Hospital Station* books of medical SF), Marion Zimmer Bradley of *Darkover* fame, and US fan Avedon Carol - famous as the only female Armenian SF fan to have been bitten in the ankle by Jim Morrison. As Toastmaster, your reviewer was able to shower hideous insults on them all... The 1984 convention is being combined with the biennial European SF Convention ('Eurocon'), and will be held in Brighton over the Easter weekend. Guests include Isaac Asimov (I'm already training myself to be tactfully silent about *Foundation's Edge*) and Christopher Priest (don't neglect to buy his *The Affirmation* - *Arena* 213pp £2.50 - if you haven't already). Like to attend? Send a 9"x4" stamped addressed envelope for details, to Seacon 84, 321 Sarehole Road (careful with that road name, printers), Hall Green, Birmingham B28 0AL.

Next month I'll be writing scathing killer reviews of all the books by Ian Livingstone and Steve Jackson now infesting the shops. (*Oh no you won't -Ed.*)□

Castles in the Air

Why Dungeons Exist
by Lewis Pulsipher

ELEVATION



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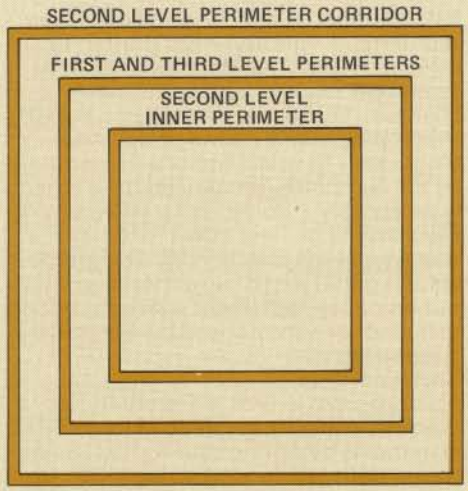
(UNDERGROUND ONLY)



When people are introduced to *Dungeons & Dragons* (*D&D*) or many other role-playing games they almost always play in a dungeon. At that point they rarely ask the obvious question, 'why does this weird place exist?' - its fun, and rationale can be left for later. But later soon arrives, and any referee who wants a believable world must explain why the 'dungeon' exists. It's obviously not a real castle dungeon - it's much too large, and anyway the best place to imprison someone is in a tower, not in an underground maze. Medieval castles rarely had underground rooms except the occasional storage cellar. The prison in Conway castle in Wales, for example, was the ground floor of a tower; it could be entered only from a trap door in the ceiling 15 feet or so above. But wait a minute - forget the prison, would castles themselves exist as Europe knew them in a world of monsters and magic?

One of the major problems with the 'realistic simulation' fantasy game idea as represented by *Chivalry and Sorcery* and the like is that the medieval world cannot be a direct model for a world where magic (and some kinds of non-humans) radically alter the capabilities of the world's inhabitants. Look at some capabilities available to low and mid level *D&D* characters, let alone patriarchs and wizards, which could not be duplicated in the 'real' Middle Ages:

flying (humans and non-humans),
invisibility,
dimension door,
fireball/ice storm/lightning bolt,
thief climbing,
use of familiar and homonculi.

These abilities enable *D&D* characters to:
1. Find out what is going on inside the castle.
2. Get inside the undamaged castle, possibly undetected.
3. Keep defenders off the walls and, given time, blow away the gates.

Moreover, there are many monsters against which a castle must be defensible - for example giants and gargoyles - which a medieval castle would never face.

It should be evident that a standard medieval castle, though not a negligible obstacle, is unsuited to defense in a *D&D* environment. In some ways this environment resembles the twentieth century, and the basic principle of twentieth century fortification may be applied to *D&D* fortress building - *dig in*.

This is where we return to 'dungeons'. In the *D&D* world the bulk and heart of a castle's defenses must be below ground, where many of the *D&D* powers mentioned above are neutralized. Aboveground works should be earth and timber walls and a small stone keep, enough to defeat tribal monsters like orcs but not so elaborate or expensive that it cannot be abandoned when a really dangerous enemy appears. The upper works then, resemble an Iron Age hill fort.

It is relatively easy to build cheap, vicious defenses for the entrances to the 'underworks', the major part of the castle. Stairs or a ramp - possibly a spiral ramp wide enough for a wagon - lead to a depression below the guardrooms. The guards can drop portcullises to stop or trap invaders; what's more, they can drop stones and burning oil on enemies trapped in the depression. Suitable ventilation will carry away the smoke, and clever construction can minimize the danger from enemy spells. For smaller entrances additional walls and ladders can be added to make an opposed entrance virtually impossible.

The danger, of course, is that the besiegers will mine (tunnel) past the guardrooms, or even come up from below. Since mining is particularly dangerous to a medieval-style castle (the walls fall when foundations are removed), the underground castle is no worse off. Moreover, it can be constructed so that miners hit easily defensible outer perimeters. For example, there might be three underground levels in a spherical overall plan (see diagram). All three levels are dominated by large square perimeter corridors loaded with traps and wire (to prevent a lucky *dimension door* - the magic-user hits the wire). The perimeters are watched and patrolled frequently. Any invading force finds itself exposed (especially to *lightning bolts*) and hardly nearer its goal. Any digging near the perimeter can be heard and countermined. The major rooms of the castle lie within the second perimeter of the second level. Stairways up and down are carefully arranged for defense from above or below.

Many variations on the basic pattern are possible, depending on the nature of the location - how hard is the earth/stone, is there open water around the castle, what digging force is available and so on. There are ways to make an overground castle less vulnerable to attack, but the subterranean castle is probably cheaper and more secure, albeit less habitable.

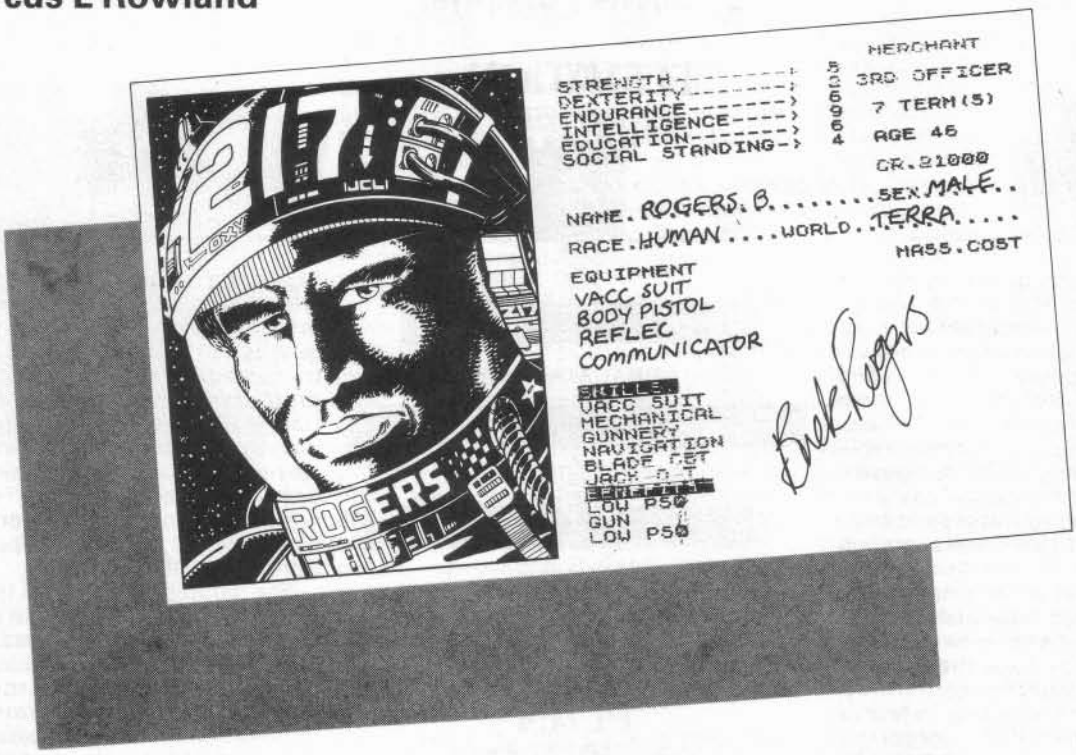
Those enthralled by medieval castles can use 'home stones' or other immobile magical protections to negate use of magic spells and items nearby. This doesn't stop thieves and flying creatures, however. I prefer to adapt to the magic universe rather than habitually use artifact-power items like home stones.

Think about how magic changes the medieval world. You may be surprised by the results.□

Microview *is a bi-monthly department for computer gaming edited by Mike Costello. This issue, a* Traveller *character program.*

Careers In Traveller

by Marcus L Rowland



This ZX81 listing will generate player characters for you indefinitely, a fairly lengthy process which requires a long program. We only have space for a brief explanation of the program but it's of a straighforward nature -MC.

The program uses the computer to generate player characters for *Traveller* by *Book 1* rules. It incorporates all automatically acquired and earned skills, the effects of aging, and all mustering out benefits, and can compress the normally lengthy generation procedure dramatically. My biggest surprise when testing the program was to discover how many characters are killed during the generation process. While trying to produce an experienced scout (admittedly the least viable career) I ran through at least 30 characters who died in the first or second term of service, another 15 who were mustered out involuntarily in the 1st or 2nd term, and 10 who failed their recruitment rolls and were drafted to other services. The Marines and Army fared only slightly better, with Merchants a clear winner in terms of survival.

The program is operated by pressing single keys to select options presented by the computer. The procedure is otherwise entirely automatic. To avoid errors keys should be held down for at least a second on each selection. When the character is generated it can either be printed out on paper (with extra space for notes included) or summarised on the screen.

Technical data

This program avoids the problems of memory capacity involved in large DIM statements by storing data such as career types, skills, etc in long strings (D$), in which each item is separated by a / sign. A separate subroutine (lines 1170-1330) finds the desired data. This method is slightly slower than conventional DIM storage, and accordingly incorporates a FAST command which blanks the screen for a few seconds during each sorting operation. Another advantage of this method is that all the data can be seen in the program listing, and errors easily found.

Lines 10 to 110 set up the main characteristic (UPP) types for the character and randomise the computer.

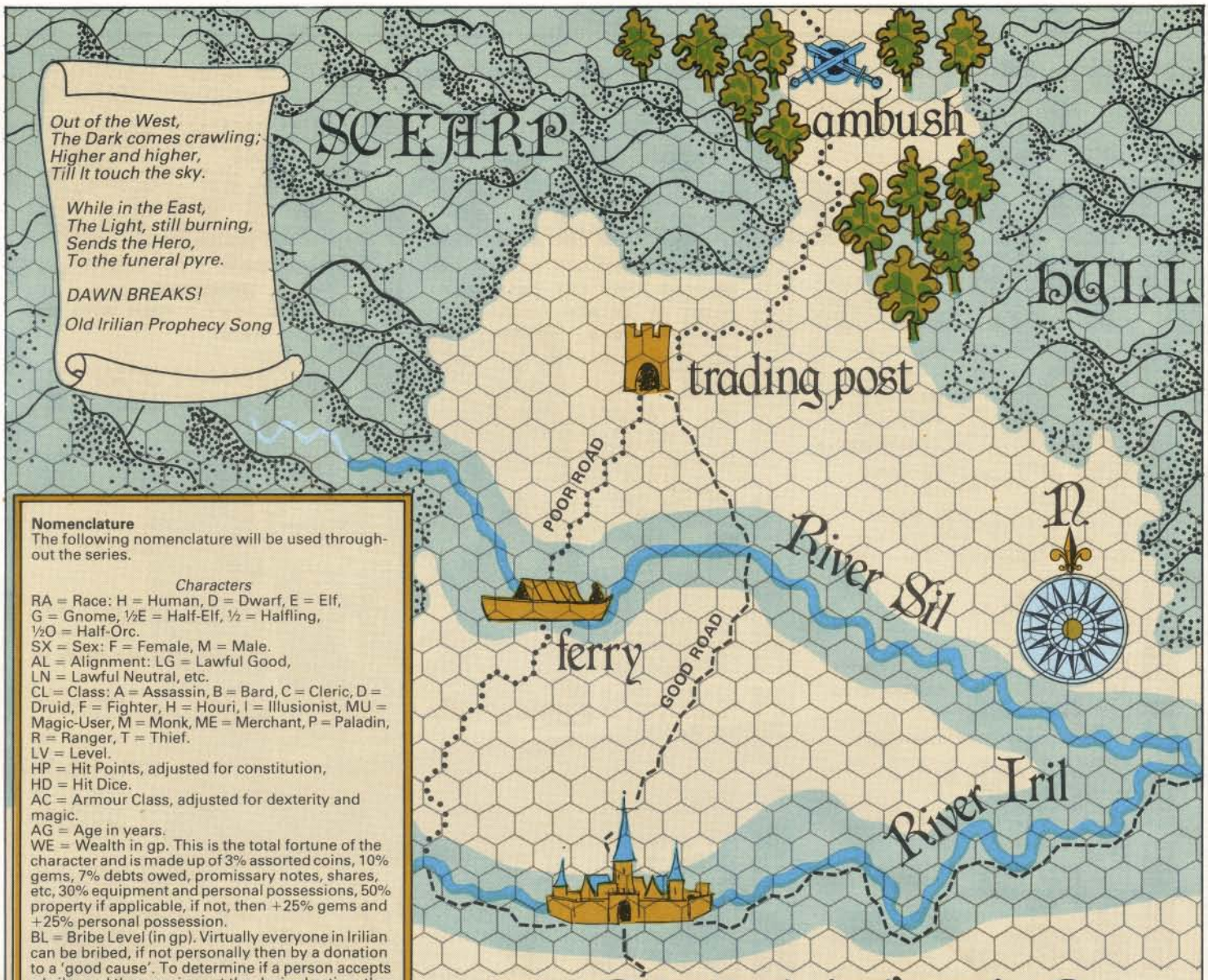
Lines 120 to 420 generate the UPP data, operate the enlistment procedure, and insert any automatically acquired skills. They also set up the main variables such as RNK (*Traveller* rank) and AGE.

The term cycle runs from 430 to 900 but uses many subroutines in other parts of the program. Skills are acquired in a loop 580-730, or in the promotion subroutine.

The mustering-out procedure is held in lines 1920-2290. To facilitate renumbering routines all GOTO's and GOSUB's have 4-figure numbers.□

```
 10 REM CAREERS FOR TRAVELLER
 20 REM BY MARCUS L. ROWLAND 82
 30 DIM A$(6,17)
 40 LET A$(1)="STRENGTH--------
>"
 50 LET A$(2)="DEXTERITY-------
>"
 60 LET A$(3)="ENDURANCE-------
>"
 70 LET A$(4)="INTELLIGENCE----
>"
 80 LET A$(5)="EDUCATION-------
>"
 90 LET A$(6)="SOCIAL STANDING-
>"
100 DIM A(6)
110 RAND
120 REM ***********************
130 REM  CHARACTER STATISTICS
140 REM ***********************
150 FOR N=1 TO 6
160 GOSUB 1370
170 LET A(N)=X
180 GOSUB 1020
190 NEXT N
200 DIM B$(25,15)
210 PRINT AT 18,0;"CHOOSE PREFE
RRED CAREER","1 NAVY","2 MARINES
","3 ARMY","4 SCOUT","5 MERCHANT
","6 OTHER"
220 PAUSE 4E4
230 LET PC=(CODE INKEY$)-28
240 IF PC<1 OR PC>6 THEN GOTO 0
220
250 GOSUB 0980
260 GOSUB 1070
270 LET N=PC
280 GOSUB 2900
290 GOSUB 1180
300 PRINT AT 0,22;W$
310 LET RNK=0
320 LET TRM=0
330 LET AGE=18
340 LET MNY=0
350 LET GMB=0
360 LET SKILLS=0
370 IF PC>=2 AND PC<=4 THEN LET
SKILLS=1
380 IF PC=2 THEN LET B$(1)="CUT
LASS"
390 IF PC=3 THEN LET B$(1)="RIF
LE"
400 IF PC=4 THEN LET B$(1)="PIL
OT"
410 IF PC>1 AND PC<5 THEN GOSUB
1550
420 LET SKL=0
430 REM ***********************
440 REM        TERM CYCLE
450 REM ***********************
```

```
 450 REM >>>>SURVIVAL  ROLL<<<<
 470 LET S$="565755"
 480 GOSUB 1340
 490 IF ((PC=1 OR PC=5) AND A(4)
>=7) OR (PC=2 AND A(3)>=8) OR (P
C=3 AND A(5)>=6) OR (PC=4 AND A(
3)>=9) OR (PC=6 AND A(4)>=9) THE
N LET X=X+2
 500 IF X<VAL S$(PC) THEN GOTO 0
930
 510 REM >>>>COMMISSION ROLL<<<<
 520 IF RNK=0 AND PC<>4 AND PC<>
6 THEN GOSUB 1420
 530 REM >>>>PROMOTION ROLL<<<<
 540 IF RNK>0 AND RNK<7 AND PC<>
4 AND PC<>6 THEN GOSUB 1660
 550 IF RNK>0 THEN GOSUB 1730
 560 LET SKL=SKL+1
 570 IF TRM=0 THEN LET SKL=SKL+1
 580 REM >>>SKILL SELECTION<<<
 590 PRINT AT 19,0;"YOU HAVE EAR
NED ";SKL;" SKILL(S)","■ PERSONA
L","■ SERVICE","■ ADVANCED","■ H
IGHER"
 600 IF A(5)<=7 THEN PRINT AT 21
,15;"
 610 FOR Q=1 TO SKL
 620 PAUSE 4E4
 630 LET SL=(CODE INKEY$)-28
 640 IF (A(5)<=7 AND SL>3) OR SL
>4 OR SL<1 THEN GOTO 0520
 650 GOSUB 2960+(30*SL)
 660 LET N=((PC-1)*6)+INT (RND*6
)+1
 670 GOSUB 1180
 680 PRINT AT 10+Q,0;W$
 690 IF W$(1)="+" OR W$(1)="-" T
HEN GOSUB 1620
 700 IF W$(1)<>"+" AND W$(1)<>"-
" THEN LET SKILLS=SKILLS+1
 710 IF W$(1)<>"+" AND W$(1)<>"-
" THEN LET B$(SKILLS)=W$
 720 IF W$="GAMBLING" THEN LET G
MB=1
 730 NEXT Q
 740 GOSUB 0980
 750 FOR N=11 TO 14
 760 PRINT AT N,0;"
 770 NEXT N
 780 LET TRM=TRM+1
 790 LET AGE=AGE+4
 800 PRINT AT 4,22;TRM;" TERM(S)
";AT 6,22;"AGE ";AGE
 810 IF AGE>=34 THEN GOSUB 2710
 820 LET SKL=0
 830 LET S$="667345"
 840 GOSUB 1340
 850 IF VAL S$(PC)>X THEN GOTO 1
920
 860 PRINT AT 19,0;"SUCCESSFUL R
EENLISTMENT - PRESS ■ TO RESIGN
OR N/LINE FOR A NEW TERM"
 870 PAUSE 4E4
 880 GOSUB 0980
 890 IF INKEY$="R" THEN GOTO 192
0
 900 GOTO 0430
 910 STOP
 920 REM **********DEATH*********
 930 PRINT AT 21,0;"   THIS CHAR
ACTER IS DECEASED   "
 940 PAUSE 200
 950 CLS
 960 GOTO 0120
 970 REM **CLEAR LOWER SCREEN**
 980 FOR N=17 TO 21
 990 PRINT AT N,0;"
                    "
1000 NEXT N
1010 RETURN
1020 REM ***********************
1030 REM PRINT CHARACTERISTICS
1040 REM ***********************
1050 PRINT AT N,0;A$(N);TAB 19;C
HR$ (A(N)+28)
1060 RETURN
1070 REM ***********************
1080 REM      CAREER CHOICE
1090 REM ***********************
1100 GOSUB 1340
1110 IF ((PC=1 OR PC=2) AND A(4)
>=8) OR (PC=3 AND A(2)>=6) OR (P
C=4 AND A(4)>=6) OR (PC=5 AND A(
1)>=7) THEN LET X=X+1
1120 IF (PC=1 AND A(5)>=9) OR ((
PC=2 OR PC=4) AND A(1)>=8) OR (P
C=3 AND A(3)>=5) OR (PC=5 AND A(
4)>=6) THEN LET X=X+2
1130 LET C$="895773"
1140 IF X>=VAL C$(PC) THEN RETUR
N
1150 LET PC=INT (RND*6)+1
1160 RETURN
1170 REM ***********************
1180 REM  SELECTION FROM LISTS
1190 REM ***********************
1200 FAST
1210 LET XW=0
1220 LET W$=""
1230 FOR X=1 TO N-1
1240 LET XW=XW+1
1250 IF D$(XW)<>"/" THEN GOTO 12
40
1260 NEXT X
1270 LET XW=XW+1
1280 IF XW>LEN D$ THEN GOTO 1320
1290 IF D$(XW)="/" THEN GOTO 132
0
1300 LET W$=W$+D$(XW)
1310 GOTO 1270
1320 SLOW
1330 RETURN
1340 REM ***********************
1350 REM       TWO DICE ROLL
1360 REM ***********************
1370 LET X=0
1380 FOR K=1 TO 2
1390 LET X=X+INT (RND*6)+1
1400 NEXT K
1410 RETURN
1420 REM ***********************
1430 REM  COMMISSIONING  BOARD
1440 REM ***********************
1450 GOSUB 1340
1460 IF (PC=1 AND A(6)>=9) OR (P
C=2 AND A(5)>=7) OR (PC=3 AND A(
3)>=7) OR (PC=5 AND A(4)>=6) THE
N LET X=X+1
1470 LET C$="985 4"
1480 IF X<=VAL (C$(PC)) THEN RET
URN
1490 LET RNK=RNK+1
1500 LET SKL=SKL+1
1510 IF PC=1 AND (RNK=6 OR RNK=5
) THEN GOSUB 1620
1520 IF ((PC=2 OR PC=3) AND RNK=
1) OR (PC=5 AND RNK=4) THEN GOTO
 1540
1530 RETURN
1540 LET SKILLS=SKILLS+1
1550 IF PC=2 THEN LET B$(SKILLS)
="REVOLVER"
1560 IF PC=3 THEN LET B$(SKILLS)
="SMG"
1570 IF PC=5 THEN LET B$(SKILLS)
="PILOT"
1580 PRINT AT 10,0;B$(SKILLS)
1590 PAUSE 50
1600 PRINT AT 10,0;"
                    "
1610 RETURN
1620 LET A(6)=A(6)+1
1630 LET N=6
1640 GOSUB 1020
1650 RETURN
1660 REM ***********************
1670 REM     PROMOTION  BOARD
1680 REM ***********************
1690 GOSUB 1340
1700 IF (PC=1 AND A(5)>=8) OR (P
C=2 AND A(6)>=9) OR (PC=3 AND A(
5)>=7) OR (PC=5 AND A(4)>=9) THE
N LET X=X+1
1710 LET C$="785 9"
1720 GOTO 1480
1730 REM ***********************
1740 REM      RANK PRINTING
1750 REM ***********************
1760 GOSUB 3110
1770 LET N=((PC-1)*6)+RNK
1780 GOSUB 1170
1790 PRINT AT 2,21;"
                    "
1800 PRINT AT 2,21;W$
1810 RETURN
1820 REM ***********************
1830 REM CHARACTERISTICS ADJUST
1840 REM ***********************
1850 LET S$=" STRDEXENDINTEDUSO
C"
1860 FOR N=1 TO 6
1870 IF S$(3*N TO (3*N)+2)=W$(4
TO 6) AND W$(1)="+" THEN LET A(N
)=A(N)+VAL W$(2)
1880 IF S$(3*N TO (3*N)+2)=W$(4
TO 6) AND W$(1)="-" THEN LET A(N
)=A(N)-VAL W$(2)
1890 GOSUB 1020
1900 NEXT N
1910 RETURN
1920 REM ***********************
1930 REM    MUSTERING OUT
1940 REM ***********************
1950 LET MM=TRM
1960 IF RNK>0 THEN LET MM=MM+1
1970 IF RNK>2 THEN LET MM=MM+1
1980 PRINT AT 17,0;"YOU HAVE LEF
T THE SERVICE AND  MAY MAKE ";M
M;" BENEFIT ROLL(S)","■ MATERIAL
","■ FINANCIAL"
1990 LET C5H=0
2000 DIM Z$(MM,10)
2010 PRINT AT 9,0;
2020 FOR Q=1 TO MM
2030 PAUSE 4E4
2040 IF C5H<2 AND INKEY$="2" THE
N GOSUB 2300
2050 IF INKEY$="1" THEN GOSUB 24
10
2060 NEXT Q
2070 PRINT AT 21,0;"PRESS ■ FOR
PRINTED DATA, OR N/L"
2080 PAUSE 4E4
2090 IF INKEY$="Z" THEN GOTO 254
0
2100 GOSUB 0980
2110 PRINT AT 21,0;"SKILL LIST"
2120 SCROLL
2130 FOR Q=1 TO SKILLS
2140 PRINT AT 21,0;B$(Q)
2150 SCROLL
2160 NEXT Q
2170 PRINT AT 21,0;"BENEFITS LIS
T"
2180 SCROLL
2190 FOR Q=1 TO MM
2200 IF Z$(Q,1)=" " THEN GOTO 22
30
2210 PRINT AT 21,0;Z$(Q)
2220 SCROLL
2230 NEXT Q
2240 SCROLL
2250 PRINT AT 21,0;"N/LINE TO QU
IT";AT 21,0;"N/LINE TO CONTI
NUE"
2260 IF INKEY$="" THEN GOTO 2250
2270 CLS
2280 RUN
2290 STOP
2300 REM ***********************
2310 REM    CASH BENEFIT ROLLS
2320 REM ***********************
2330 GOSUB 3180
2340 LET N=((PC-1)*7)+INT (RND*6
)+1
2350 LET N=N+GMB
2360 GOSUB 1170
2370 LET MNY=MNY+(VAL W$*1000)
2380 LET C5H=C5H+1
2390 PRINT AT 8,22;"CR.";MNY
2400 RETURN
2410 REM ***********************
2420 REM MATERIAL BENEFIT ROLLS
2430 REM ***********************
2440 GOSUB 3140
2450 LET N=((PC-1)*7)+INT (RND*6
)+1
2460 IF RNK>4 THEN LET N=N+1
2470 GOSUB 1170
2480 IF W$(1)="+" OR W$(1)="-" T
HEN GOSUB 1620
2490 PRINT AT 10,0;W$
2500 PAUSE 100
2510 PRINT AT 10,0;"
                    "
2520 IF W$(1)<>"+" AND W$(1)<>"-
" THEN LET Z$(Q)=W$
2530 RETURN
2540 REM ***********************
2550 REM     PERMANENT RECORD
2560 REM ***********************
2570 GOSUB 0980
2580 PRINT AT 10,0;"NAME.......
..........SEX.......",,"RACE....
.......WORLD.............",,"EQUI
PMENT";TAB 25;"MASS.COST"
2590 COPY
2600 IF SKILLS=0 THEN GOTO 2650
2610 LPRINT "■SKILLS■"
2620 FOR Q=1 TO SKILLS
2630 LPRINT B$(Q)
2640 NEXT Q
2650 LPRINT "■BENEFITS■"
2660 FOR Q=1 TO MM
2670 IF Z$(Q,1)=" " THEN GOTO 26
90
2680 LPRINT Z$(Q)
2690 NEXT Q
2700 GOTO 2270
2710 REM ***********************
2720 REM      EFFECTS OF AGE
2730 REM ***********************
2740 IF AGE>=50 THEN GOTO 2780
2750 LET S$="878"
2760 LET T$="111"
2770 GOTO 2840
2780 IF AGE>=66 THEN GOTO 2820
2790 LET S$="989"
2800 LET T$="111"
2810 GOTO 2840
2820 LET S$="9999"
2830 LET T$="2221"
2840 FOR N=1 TO LEN S$
2850 GOSUB 1340
2860 IF X<VAL S$(N) THEN LET A(N
)=A(N)-VAL T$(N)
2870 GOSUB 1020
2880 NEXT N
2890 RETURN
2900 REM ***********************
2910 REM          PROFESSIONS
2920 REM ***********************
2930 REM
2940 LET D$="NAVY/MARINES/ARMY/S
COUT/MERCHANT/OTHER"
2950 RETURN
2960 REM ***********************
2970 REM   SERVICE SKILL TABLES
2980 REM ***********************
2990 REM PERSONAL DEV
3000 LET D$="+1 STR/+1 DEX/+1 EN
D/+1 SOC/+1 INT/+1 EDU/+1 STR/+1
 DEX/+1 END/GAMBLING/BRAWLING/BL
DE CBT/+1 STR/+1 DEX/+1 END/GAMB
LING/BRAWLING/+1 EDU/+1 STR/+1 D
EX/+1 END/GUN CBT/+1 INT/+1 EDU/
+1 STR/+1 DEX/+1 END/+1 STR/BLAD
E CBT/BRIBERY/+1 STR/+1 DEX/+1 E
ND/BLADE CBT/BRAWLING/-1 SOC"
3010 RETURN
3020 REM SERVICE SKILLS
3030 LET D$="SHIPS BOAT/VACC SUI
T/FWD OBS/BLADE CBT/GUN CBT/GUNN
ERY/ATV/VACC SUIT/BLADE CBT/BLAD
E CBT/GUN CBT/GUN CBT/ATV/AIR RA
FT/FWD OBS/BLADE CBT/GUN CBT/GUN
 CBT/AIR RAFT/VACC SUIT/NAVIGATI
ON/MECHANICAL/ELECTRONIC/JACK-O-
T/STEWARD/VACC SUIT/+1 STR/GUN C
BT/ELECTRONIC/JACK-O-T/FORGERY/G
AMBLING/BRAWLING/BLADE CBT/GUN C
BT/BRIBERY"
3040 RETURN
3050 REM ADVANCED SKILLS
3060 LET D$="VACC SUIT/MECHANICA
L/ELECTRONIC/ENGINEERING/GUNNERY
/JACK-O-T/ATV/MECHANICAL/ELECTRO
NIC/TACTICS/BLADE CBT/GUN CBT/AT
V/MECHANICAL/ELECTRONIC/TACTICS/
BLADE CBT/GUN CBT/AIR RAFT/MECHA
NICAL/ELECTRONIC/JACK-O-T/GUNNER
Y/MEDICAL/STREETWISE/MECHANICAL/
ELECTRONIC/NAVIGATION/GUNNERY/ME
DICAL/STREETWISE/MECHANICAL/ELEC
TRONIC/GAMBLING/BRAWLING/FORGERY
"
3070 RETURN
3080 REM HI ED SKILLS
3090 LET D$="MEDICAL/NAVIGATION/
ENGINEERING/COMPUTER/PILOT/ADMIN
/MEDICAL/TACTICS/TACTICS/COMPUTE
R/LEADER/ADMIN/MEDICAL/TACTICS/T
ACTICS/COMPUTER/LEADER/ADMIN/MED
ICAL/NAVIGATION/ENGINEERING/COMP
UTER/PILOT/JACK-O-T/MEDICAL/NAVI
GATION/ENGINEERING/COMPUTER/PILO
T/ADMIN/MEDICAL/FORGERY/ELECTRON
IC/COMPUTER/STREETWISE/JACK-O-T"
3100 RETURN
3110 REM RANK
3120 LET D$="ENSIGN/LIEUTENANT/L
T CMDR/COMMANDER/CAPTAIN/ADMIRAL
/LIEUTENANT/CAPTAIN/FORCE CMDR/L
T COLONEL/COLONEL/BRIGADIER/LIEU
TENANT/CAPTAIN/MAJOR/LT COLONEL/
COLONEL/GENERAL/ / / / / /4TH
OFFICER/3RD OFFICER/2ND OFFICER/
IST OFFICER/CAPTAIN/CAPTAIN/ / /
 / / /"
3130 RETURN
3140 REM MATERIAL
3150 LET D$="LOW PSG/+1 INT/+2 E
DU/BLADE/TRAVELLERS/HIGH PSG/+2
SOC/LOW PSG/+2 INT/+1 EDU/BLADE/
TRAVELLERS/HIGH PSG/+2 SOC/LOW P
SG/+1 INT/+2 EDU/GUN/HIGH PSG/MI
D PSG/+1 SOC/LOW PSG/+2 INT/+2 E
DU/BLADE/GUN/SCOUT/ /LOW PSG/+1
INT/+1 EDU/GUN/BLADE/LOW PSG/MER
CHANT/LOW PSG/+1 INT/+1 EDU/GUN/
HIGH PSG/ / "
3160 RETURN
3170 REM MONEY
3180 LET D$="1/5/5/10/20/50/50/2
/5/5/10/20/30/40/2/5/10/10/10/20
/30/20/20/30/30/50/50/1/5/10/
20/20/40/40/1/5/10/10/10/50/100"
3190 RETURN
```



IRILIAN

A complete *AD&D* city by Daniel Collerton

This is the first in a six part series detailing an AD&D town – Irilian. Each episode will feature a scenario (the Rising of the Dark) as well as background information to introduce characters to the town. By the end of the series, enough details of Irilian will have been given for DMs to use it as a base for their own scenarios

This scenario is for a moderately large group of third to sixth level characters who, at its start, are journeying through the wilderness.

Nomenclature
The following nomenclature will be used throughout the series.

Characters
RA = Race: H = Human, D = Dwarf, E = Elf, G = Gnome, ½E = Half-Elf, ½ = Halfling, ½O = Half-Orc.
SX = Sex: F = Female, M = Male.
AL = Alignment: LG = Lawful Good, LN = Lawful Neutral, etc.
CL = Class: A = Assassin, B = Bard, C = Cleric, D = Druid, F = Fighter, H = Houri, I = Illusionist, MU = Magic-User, M = Monk, ME = Merchant, P = Paladin, R = Ranger, T = Thief.
LV = Level.
HP = Hit Points, adjusted for constitution,
HD = Hit Dice.
AC = Armour Class, adjusted for dexterity and magic.
AG = Age in years.
WE = Wealth in gp. This is the total fortune of the character and is made up of 3% assorted coins, 10% gems, 7% debts owed, promissary notes, shares, etc, 30% equipment and personal possessions, 50% property if applicable, if not, then +25% gems and +25% personal possession.
BL = Bribe Level (in gp). Virtually everyone in Irilian can be bribed, if not personally then by a donation to a 'good cause'. To determine if a person accepts a bribe and then carries out the desired action, the DM should give a percentage chance of the person performing that action if merely asked; this percentage may be negative. For each bribe equal to the bribe level offered, this percentage is raised by 20%. For example, a character attempts to bribe Kullut, the bouncer, to allow him to remain in the Heafod Aef Orc after closing time. The DM thinks that, in the circumstances, there is a -10% chance of this being possible. The character offers a bribe of 40gp. This is 4 times Kullut's BL so there is now a 70% (-10+[4x20]) chance that Kullut will agree. The DM rolls a 78% so Kullut pockets the bribe but then throws the character out anyway.
Bribes are almost always accepted, the question is whether they are acted on.

ST = Strength. +a/+b gives to hit (a) and damage (b) bonuses;
IN = Intelligence;
WI = Wisdom;
DE = Dexterity;
CO = Consititution;
CH = Charisma;
MI = Magic items owned;
WN = Normal weapon used.

Buildings
ST = Number of stories; N1 = Number of rooms on the ground floor; N2 = Number of rooms on the first floor, etc; CN = Condition; AV = Average, PO = Poor, BA = Bad, CO = Collapsing.

References
DMG = Dungeon Master's Guide;
PH = Player's Handbook;
MM = Monster Manual;
FF = Fiend Folio;
DDG = Deities and Demigods;
WD = White Dwarf.

Pronounciation
In general, Irilian is pronounced the same as English, except g which is sounded as y. Two vowels together are sounded as one. Thus, for example, Geard is pronounced Yard. It is easier to think of Irilian as English spoken with a Scandinavian accent. See the glossary for a fuller 'translation'.

Note: *Phrases and names used without full explanation will be completely defined in subsequent episodes.*

The Ambush
In the early morning of 504 - Caelf - Storm - Eirdaeg, the party become aware of the sound of battle coming from the far side of a hill to the north. Any character investigating will see a conflict between some dwarfs, who are guarding a small caravan, and about twice their number of orcs. From the position of the many bodies, it seems that the dwarfs were ambushed in a small ravine to the west but managed to fight their way clear before their horses were brought down. The combatants are as follows:

Orcs: Only 19 remain of 57. They are from two different tribes, the Gnarshuz and the Daughqa; well known blood enemies. It is unheard of them to act together in this way. The surviving orcs are:

Gnarshuz Leader: AC4, Move 9", HD2, 1 attack at 1d10 (halberd), HP14. Witch Doctor: AC7, Move 12", HD2, 1 attack at 1d6+1 (mace), HP8. Spells: *cure light wounds* x2, *chant* (used); *push, shield, scare*. 8 Orcs: AC6, Move 9", HD1, 1 attack at 1d6 (short sword), HP8, 2x7, 3x4, 2x3.

Daughqa Leader: AC4, Move 9", HD2, 1 attack at 1d8 (long sword), HP9. 8 Orcs: AC6, Move 9", HD1, 1 attack at 1d8 (long sword), HP6, 2x5, 4, 4x3.

The Witch Doctor will not be in combat, but using his *chant*. Because of the overcast sky and heavy rain, the orcs are not at their normal -1 to hit in daylight.

Dwarfs: Of the 42 members of the Khazal clan escorting the caravan, 13 survive. All are male fighters.

Name	*Lvl*	*HP*	*AC*	*ST*	*IN*	*WI*	*DE*	*CO*	*CH*
Thorfin	6	32/68	-3	18(76)	14	14	13	17	12
MI +3 Axe, +2 Plate Mail, +3 Shield.									
Bali	3	14/24	1	16	16	11	14	14	11
MI +1 Mace, +1 Plate Mail.									
Kilim	3	10/18	0	17	9	7	15	13	13
MI +2 Lucerne Hammer, Plate Mail.									
Thori	1	4/7	4	14	12	18	13	12	16
Uzin	1	7/9	7	13	4	9	4	14	12
Sigis	1	3/8	4	18(65)	15	16	13	12	10
Filfi	1	8/12	4	14	7	14	11	16	15
Kinki	1	10	4	11	18	18	13	18	11
Dimin	1	10	2	15	15	17	16	13	11
Dwalin	1	3/8	4	13	9	11	9	13	11
Rilim	1	10	4	17	16	12	12	18	16
Thorgi	1	5/7	4	17	9	17	11	18	9
Fori	1	3/9	4	8	9	10	14	14	7

Notes: All first levels wear Splint Mail and shields, and have battle axes, short swords and short bows, with 20 arrows each. Hit points before the slash are current totals (due to wounds) those after are normal totals.

The caravan consists of 7 solidly built, covered wooden carts, each pulled by 8 draft horses [*MM*] AC7, Move 12", HD3, 1 attack at 1d3, HP56x13. For each horse killed, speed drops by one eighth from its normal 1 hex/hour on poor roads, 2 hex/hour on good roads (= 3"/6"/turn). Up to 8 hours/day can be spent travelling. Night travel is one fifth normal speed. At night, the carts may be linked to form a stockade. Usually, 14 of the escorting dwarfs ride on the carts with the others walking alongside. After the battle, half of the horses will be dead.

The carts contain two year's production of the Khazal mines and trading ventures:

34 platinum ingots, 1000gp each. 50 gold ingots, 200gp each. 700 silver ingots, 10gp each. 3000 copper ingots, 1gp each. (Each ingot weighs 20lbs).
3 wrought gold plates at 1400gp, 1000gp, 900gp.
2 wrought platinum bowls at 2500gp, 1500gp.
3 gem-set silver goblets at 3000gp each.
12 pieces of lapis lazuli at 10gp each. 3 pieces of onyx at 50gp each. 6 pieces of jet at 100gp each. 3 pieces of peridot at 500gp each. 6 fire opals at 1000gp each. 600 assorted furs worth 1500gp.

The total value is 80,570gp, distributed equally amongst the carts with the most valuable - platinum, gold, jewellery and gems - locked inside iron-bound chests to which Thorfin has the key. Each cart also contains food for 6 dwarfs for 10 days and equipment for making camp.

The first characters to charge down the hill will have surprise and, on their first strike, be +2 to hit and +1d4 to damage.

If the party successfully aids the dwarfs, they will be thanked by the senior survivor and asked to act as guards until the caravan reaches Irilian for a (negotiable) percentage of the value of the goods in the caravan which reach the Gilds Faector in Irilian. The percentage should be enough to convince the party that honesty is the best policy but neither its gp value nor the composition of the caravan's merchandise will be given. The party should accept the offer.

The Journey (See Map 1)

The narrow, rotted track winds its way around the low hills. It goes through a thick fir forest. Movement off it is impossible for carts and at one tenth normal speed for others. In each hex there will be a clearing suitable for making camp. The forest is unnaturally quiet and there is a marked absence of animal life. The weather is exceptionally poor for the season with almost continual thunderstorms; the orc-drums can be heard between the thunderclaps and occasional pillars of smoke can be seen rising from surrounding hill-tops. There is a general feeling of menace. Roll once/hour for random events; a score of 1 on a d12 indicates one of the following:

1. Cart gets bogged down. 1d4 turns to free it.
2. Cart loses a wheel. 1d6 turns to repair it.
3. Horse goes lame. Move at half speed until replaced.
4. Fallen tree blocks road. 1d8 turns to move it.

Encounters

There are two types of encounter, time and location encounters. Should these clash, the time encounter and all following time encounters should be postponed for 1 day. Encountered monsters who attack will make an immediate frontal assault using wave tactics. They will be maddened with fear. Their morale will be 15% better than normal but any adverse result should be taken to mean 'flee in panic' [*DMG*]. Thus morale will be better while it lasts but, when it fails, the results will be more catastrophic. Monsters who fail their morale throws once will not attack again. No attacker will be taken alive; those who are captured will die - apparently from a psionic attack.

Time Encounters

By the time of the aftermath of the battle it will be 3 Neahture, Eirdaeg. The following encounters will take place during the journey at the times given.

Eirdaeg. Dosk. As it makes camp, the caravan is attacked by the following humanoid tribes, none of whom have missile weapons and as with the orcs, are all notorious enemies:

Kuzg: 1 Goblin Leader AC4, Move 6", HD1, 1 attack at 1d8 (longsword), HP8; 38 Goblins AC6, Move 6", HD1-1, 1 attack at 1d6 (short sword), HP38x3; Nazg: 1 Goblin Leader AC5, Move 6", HD1+1, 1 attack at 1d8 (longsword) HP9; 46 Goblins AC6, Move 6", HD 1+1, 1 attack at 1d6 (shortsword) HP46x3; Tulus: 1 Hobgoblin Leader AC3, Move 9", HD2, 1 attack at 1d8 (longsword) HP13; 27 Hobgoblins AC5, Move 9", HD1+1, 1 attack at 1d8 (longsword) HP27x5; Fethi: 1 Bugbear Leader AC3, Move 9", HD3+4, 1 attack at 1d10 (halberd) HP24; 12 Bugbears AC5, Move 9" HD3+1, 1 attack at 2d4 (guisarme) HP12x13.

Two rounds after the attack begins, a group of daoine sidhe [*WD31*] ride out of the forest to help the caravan. If possible, they will use their magical, psionic and divine awe powers instead of fighting.

Queen: AC3, Move 12"/24" (horsed), HD6, 1 attack at 1d4 (dagger), HP32. Spells: *colour spray* x 2, *light, hypnotism, wall of fog, blindness* x 3, *hypnotic pattern* x 2, *fear* x 2, *paralyzation* x 2, *confusion* x 2, *phantasmal killer, chaos* x 2, *permanent illusion*.

Prince: AC3, Move 12"/24" HD6, 1 attack at 1d8 (longsword), HP42. Spells: *entangle* x 5, *charm person or mammal* x 2, *cure light wounds* x 2, *call lightning* x 3, *call woodland beings, cure serious wounds, wall of fire*.

Fool: AC3, Move 12"/24", HD6, 1 attack at 1d8 (longsword), HP37. The fool owns an Anstruth Harp [*DMG*].

27 Daoine Sidhe AC3, Move 12"/24", HD3, 1 attack at 1d8 (longsword), HP27x14. All of the Sidhe have the psionic powers of *Animal Telepathy, Detection of Good and Evil, Invisibility, Shape Alteration* and *Telepathy*. Following the defeat of the humanoids, the Sidhe Queen will give the senior survivor of the caravan a sealed silver scroll tube. She will lay upon all those present the task of delivering the tube to Teral Guthdohtor at the Abbeie in Irilian. She also gives a warning, 'The Dark is rising and It will do everything in Its power to prevent you reaching Irilian. However, there will be those on your journey who will aid you. May your Gods look over you.'

After stressing the importance of the caravan's mission, the Sidhe will disappear back into the forest.

Eirdaeg. Middneaht. The Wild Hunt [*DDG*] gallops across the sky 20 feet above the camp. It will not attack and only characters who roll a 1 on a d20 (to see if they are awake) and then fail their saving throw will attempt to join it.

Earthedaeg. Dagung. 10 Gnolls, AC5, Move 9", HD2, 1 attack at 1d8 (longsword), HP10x8, and 2 Ogres, AC5, Move 9", HD4+1, 1 attack at 1d10, HP21, 15, attack the caravan as it strikes camp.

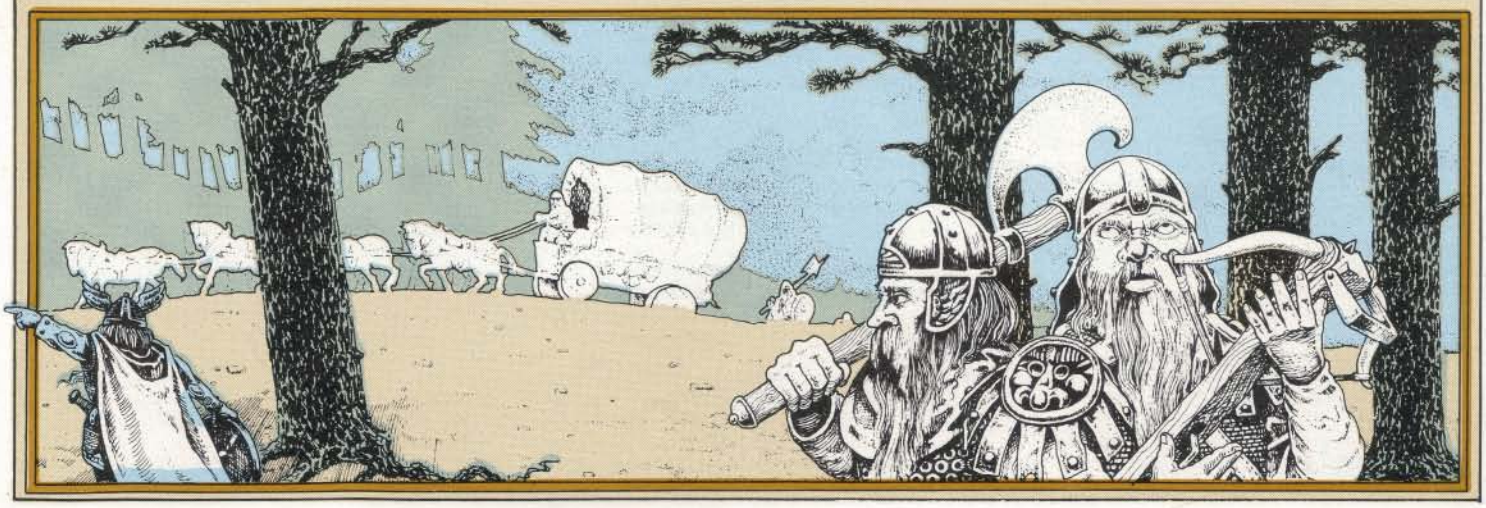
Earthedaeg. 2 Neahture. 4 Kobolds, AC7, Move 6", HD½, 1 attack at 2d4, HP4x2, begin to trail the caravan. If they are disposed of within 2 ure, the next encounter will not take place.

Earthedaeg. 8 Neahture. Two Trolls AC4, Move 12", HD6+6, 2 attacks at 4+1d4, 1 attack at 2d6, Special Defense: Regeneration, HP35, 28, attack the first member of the caravan to pass them.

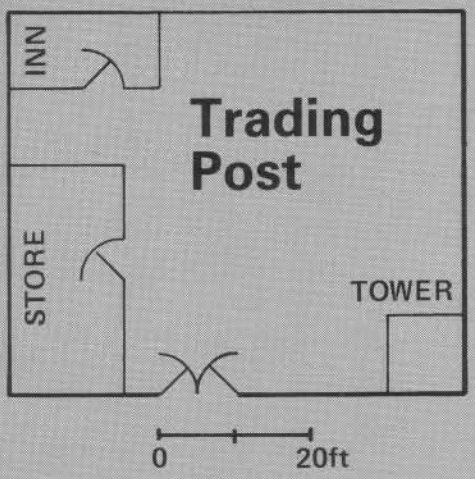
Earthedaeg. Middneaht. Eirdaeg, the Wild Hunt passes overhead.

Monadaeg. 11 Daegure. A Hill Giant, AC4, Move 12", HD9, 1 attack at 2d8, HP49, attacks the lead cart.

Fyrdaeg. 1 Daegure. A doombat [*FF*] AC4, Move 18", HD6+3, 1 attack at 1d4, Special Attacks: Shriek, HP34, and 5 giant bats [*FF*] AC8 Move 3"/18", HD½, 1 attack at 1d2, Special Defenses: Aerial Manoeuvrability, HP3x3, 2x2, attack the lookout.▷



Name	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Kiris	H	M	CN	F	3	15	8	52	1435	100	12	13	9	12	14	9	-	Longsword
Sili	H	F	N	F	2	14	8	47	1136	100	15	14	7	10	15	11	-	Longsword



Location Encounters

Trading Post. See above. A small stockaded fort. The walls are of 10ft high logs and have a walkway. The Inn and the Store are stone-built, single-storied, single-roomed buildings. The 20ft high lookout tower of open wooden construction. The store contains fur and a small selection of weapons (10% chance for any particular one) and trapping equipment. The Inn provides a basic meal and an area of floor for the night for 1sp. Caravans may be tethered in the yard for 1gp/cart/night. The post is run by two retired fighters. Kiris and Sili will attempt to keep the peace, but not at the cost of their own skins. When they learn of the attacks on the caravan, they will insist that it stays only one night.

Also in the Trading Post is a small mule train of 12 mules and 15 handlers, actually disguised brigands who will attack the caravan at 2 Daegure. There are 14 0 level fighters (RA H, SX M, AL CE, CL F, LV0, HP14x4, AC5, WN Shortsword) and one leader RA H, SX F, AL CE, CL F, LV3, HP17, AC4, AG32, ST16 (+0/+1), IN10, WI9, DE13, CO11, CH14, MI +1 Longsword (No special abilities) WN Longsword.

Kiris and Silil warn that the bridge over the Sil on the East Road is down. The only other crossing is the ferry on the West Road.

Ferry. The ferry keeper lives in a small hut on the north bank. Name Saliq, RA ½E, SX F, AL N, CL F, LV0, HP6, AC8, AG18, WE98, BL10, ST16 (+0/+1) IN14, WI10, DE15, CO16, CH18, MI-, WN Longsword. She has a tame cave bear, Grun [*MM*] AC6, Move 12", HD6+6, 2 attacks at 1d8, 1 attack at 1d12, Special Attacks: Hug for 2d8, HP40.

The ferry is a small barge and will carry up to 8 horses or 1 cart. A hawser is anchored to each riverbank and passes through pulleys at each end of the barge to guide it. Motive power is provided by the passengers who pull on the rope. Saliq will charge 1gp for each crossing, which will take 1 turn.

In the centre of the river on its first crossing, the ferry is attacked by 8 sahuagin [*MM*] AC5, Move 12"/24", HD2+2, 1 attack at 1+1d6 (trident), HP4x12, 3x11,10. Simultaneously, 2 others (HP14, 12) attempt to cut the hawser. They will need 1 turn to do this to the point where it will snap. Because of the light, the Sahuagin will be at -1 to hit and damage.

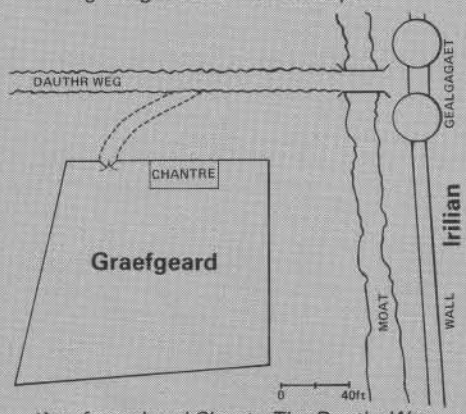
Four rounds after the Sahuagin attack, they will be attacked in turn, by 20 sea elves [*MM*] AC5, Move 12"/24", HD1+1, 1 attack at 1+1d8 (longsword), HP3x9, 7x8, 10x7, who will vanish without explanation when all of the Sahuagin are dead.

Irilian. The caravan arrives at dusk. (Regardless of how far it had to travel on the final day, some mishap will have delayed it.) The Gealgageat will close as it arrives and, simultaneously, the wind will rise to a gale, the thunder and lightning reaching a new peak. The almost continual flashes of lightning will reveal, through the driving rain, a cloud of blackness moving slowly (10ft/round) down the Dauthr Weg towards the caravan. When first noticed, it will be 300ft distant.

Inside the cloud are 3 sons of kyuss [*FF*] AC10, Move 9", HD4, 1 attack at 1d8, Special Attacks: Worms, Disease, Special Defenses: Fear, Regeneration, HP21, 18, 16, each accompanied by 3 zombies, [*MM*] AC8, Move 6", HD2, 1 attack at 1d8, HP9x8. The undead will attack the caravan until destroyed. Any who are turned will return when the duration of the turning has been exceeded. Visibility inside the cloud is 10ft.

When the cloud is 150ft from the caravan, the gates of the Graefgeard will slowly open to reveal a figure beckoning to the party. It is dressed in a black shroud, the cowl of which is thrown back to reveal a death's head. The wind, whipping madly at the shroud, will show beneath, black armour emblazoned with a skull.

The figure is the Chantrman; a cleric of the DauthrMan, the Irilian God of the Dead. He will shelter the caravan in the Greafgeard; helping defend it against the Undead. In the morning the gates of Irilian will open.



Graefgeard and Chantr, The Dauthr Weg, ST1, N1 2, CN AV. Irilian's dead are buried in the Graefgeard. Entry is through a set of double wrought-iron gates (DPV 5) in the surrounding 10ft stone wall (Damage Point Value [DPV] 4). It is overseen by the Chantrman. RA H, SX M, AL NG, CL C, LV5, HP30, AC-3, AG32, WE5120, BL-, ST17(+1/+1), IN14, WI18, DE12, CO16, CH3, MI: *Mace of Disruption, +5 Plate Mail*, WN Mace. Spells: *detect evil* x 2, *protection from evil* x 2, *cure light wounds, augury, chant, hold person* x 2, *silence 15ft radius, dispel magic, remove curse.*

The Chantrman lives at the Chantr where he sings the prayers for the dead. He hates Undead, destroying them wherever he can. He might even join a party of adventurers if that were their intention. Because of his low charisma, the Chantrman is solitary in his habits; only venturing outside the Chantr when his mask, which gives him an effective charisma of 8, is in place and, even then, only to burials, expeditions against the Undead or to visit his great friend, Teral Guthdohtor, at the Abbeie.

The cost of a burial ranges from 1cp to 1000gp depending upon its magnificence. For an extra 1gp/wika, the Chantrman will sing the death songs for the deceased.

Background Information

From conversations with the dwarfs and the owners of the Trading Post, the party will be able to learn the following about Irilian.

History. 500 years ago, when Irilian was a collection of hovels beside a ford on the river Iril, gems were discovered in nearby clay beds. Irilian then grew rapidly to its present size, acquiring a reputation as one of the richest and most powerful city-states in the area. It attracted many adventurers as well as the attention of the large humanoid tribes to the north who tried to sack it several times before being virtually wiped out in the Damner Batayle, the final battle in a 15 year war.

A century ago the gems failed and Irilian started to decay; its lands and possessions were sold off or occupied and its power declined, now extending a bare 5 miles from the city. It now makes a precarious living as a trading centre, situated between the civilised lands to the south and the wilderness to the north. Only the street names now bear witness to the glory and power that was Irilian.

Government. Although nominally independent, Irilian leans heavily on the countries to the south for support and, if possible, will try not to offend them. However, there have been times when Irilian has had to defend itself against a 'fraternal visit' from one or two armies. There are two main facets to Irilian politics - the Counseil and the Mob existing in uneasy partnership; Counseil proposing and the Mob, now and then, disposing. The Counseil are the elected representatives of the people while the Mob are the people themselves. Details of the Counseil and Mob will be given in a later episode.

Citizenship. Anyone wishing to become a citizen must either have been born there or take an oath of loyalty and pay 1gp to the Treasury. Citizens can vote in the Counseil elections and claim protection under Irilian Law (Regardless of citizenship, everyone in Irilian is subject to the punitive aspects of the Law.)

Taxes. The major Irilian taxes are: *Hearth Tax*: 1sp/family or single adult/year. *Merchandise Duty*: 3% of value of goods for trade on entering or leaving the city. *Poll Tax*: 1sp/voter/year. (Irilians are allowed a vote when over the age of 15). *Property Tax*: 3% of value of property owned/year. *Toll*: 1cp/person on foot, 5cp/cart, 1sp/rider, on entering or leaving the city. *Treasure Duty*: 10% of all gems, jewellery and non-Irilian coins which are brought into Irilian and not taken out again. Goods in transit are exempt.

All travellers entering the city are checked and, if carrying taxable goods, are directed to the Counseil Hus to pay their duties. Should they refuse, the Garde will be called. Personal equipment is not considered taxable.

Irilian Law. Irilian Law is of four types; Criminal, Civil, Religious and Military, each has different courts and penalties. They will be detailed in a later episode.

The Irilian Daeg. The Irilian Daeg, 24 ure (hours) each of 60 minutes, is divided into the Daegure and the Neahture; these being separated by Middneaht and Middaeg and subdivided by Dagung and Dosk.

Typical Irilian Daeg

Middneaht. Changing of the Night Patrol.
1 Deagure. 2 Deagure. 3 Deagure. Inns close, Beggars Finish. 4 Deagure. 5 Deagure.
6 Deagure. Beggars start, Breakfast.
Dagung. Dawn, City gates open, Food shops open, Night Patrol exchanges with the Day Patrol, Temple Service.
8 Deagure. Market opens.
9 Deagure. Other shops open.
10 Deagure. Inns open. 11 Deagure.
Middaeg. Changing of the Day Patrol, Temple Service.
1 Neahture. Midday meal. 2 Neahture. Counseil sits, Courts are convened. 3 Neahture. Market closes. 4 Neature. Counseil rises. 5 Neahture.
Dosk. Dusk, Gates close, Non-food shops close, Punishments carried out, Day Patrol exchanges with the Night Patrol, Main Temple Service.
7 Neahture. Evening meal. 8 Neahture. Food shops close. 9 Neahture. 10 Neahture.
11 Neahture.
Middneaht. Changing of the Night Patrol.

The Ure are marked by Temple gongs which sound one beat for the half ure and the relevant number of beats for the ure. The Ure of Middneaht, Dagung, Middeag and Dosk are further marked by a snatch of Sacred Text sung out from the Temple Gong Tower by one of the clerics.

The Irilian Calendar. The Irilian year comprises four *Sesons*, each of eight *Wika* of ten *Daeg*. The wika are *Storm, Rivere, Waeter, Lac, Hael, Mont, Vale and Pas*; the Sesons are *Caelf, Heahfore, Cu* and *Bole*; and the Daeg: *Regndaeg, Sunnedaeg, Eirdaeg, Earthedaeg, Monadaeg, Waeterdaeg, Fyrdaeg, Seorradaeg, Frostdaeg*, and *Cludaeg*. Between the Sesons are the festivals of *Deorcdeag, Leohtdeag, Samedeorc* and *Sameleoht* plus many other yearly festivals; the most important of which are *Caelfdaeg, Heahforedaeg, Cudaeg, Boledaeg* and *Domsdaeg*.

When giving a date, the year is given first (Year Zero is the date of Irilian's foundation as a city) followed by the Seson, the Wika and the Deag. The present year is 504 thus, for example, the date of the second great market is 504 - Bole - Rivere - Eirdaeg. Numerically, this would be 504 - 4 - 1 - 3. To convert to *AD&D* game time, for hiring and aging purposes, for example, let 1 Deag = 1 day, 3 Wika = 1 month, 1 Irilian year = 1 year.

The Irilian Calendar

SESON	Daeg / Wika	Regndaeg	Sunnedaeg	Eirdaeg	Earthedaeg	Monadaeg	Waeterdaeg	Fyrdaeg	Seorradaeg	Frostdaeg	Cludaeg
Caelf	Storm	F1	H	M		(H)			H		
	Rivere		H	M		(H)			H		
	Waeter		H	M		(H)			H		
	Lac		H	M		(H)			H		
	Hael		H	GM1F2		(H)			H		
	Mont		H	M		(H)			H		
	Vale		H	M		(H)			H		
	Pas		H	M		(H)			H		
SAMEDEORC											
Heahfore	Storm	F3	H	M		(H)			H		
	Rivere		H	M		(H)			H		
	Waeter		H	M		(H)			H		
	Lac		H	M		(H)		F4	H		
	Hael		H	M		(H)			H		
	Mont		H	M		(H)			H		
	Vale		H	M		(H)			H		
	Pas		H	M	F5	(H)			H		
LEOHTDAEG											
Cu	Storm	F6	H	M		(H)			H		
	Rivere		H	M		(H)			H		
	Waeter		H	M		(H)			H		
	Lac		H	M		(H)			H		
	Hael		H	M		(H)			H	F7	
	Mont		H	M		(H)			H		
	Vale		H	M		(H)			H		
	Pas		H	M		(H)			H		
SAMELEOHT											
Bole	Storm	F8	H	M		(H)			H		
	Rivere		H	M		(H)			H		
	Waeter		H	GM2F9		(H)			H		
	Lac		H	M		(H)			H		
	Hael		H	M		(H)			H		
	Mont		H	M	F10	(H)			H		
	Vale		H	M		(H)			H		
	Pas		H	M		(H)			H		F11
DEORCDAEG											

Notes: F: Festival. H: Holiday. M: Market. GM: Great Market. (H): Halfdaeg.

The Festivals. All the festivals feature eating, drinking, processions, Temple services, games, plays and general jolity. The unique features of each are given below.

F1. Caelfdaeg. This celebrates the first seson, the Caelf, the new year. There is a procession, through the streets, of five matched pairs of calves; each pair having one black and white animal. At the culmination, the calves are ritually slaughtered in the Mark Geard by clerics of the Temple. The carcasses are butchered and the raw flesh is consumed by the assembled populace who meantime scream to the Gods to let the following seson be fruitful.

F2. Fondation. This commemorates Irilian's foundation. The members of the Counseil are bourne thrice round the Mark Geard in palanquins as they throw 'gems' to the assembled multitude. Or rather they used to; in the present hard times, the 'gems' are coloured glass and pretty pebbles. One of the two great yearly markets, the Fondation Mark, is held on this daeg.

F3. Heahforedaeg. As Caelfdaeg except the calves are replaced with heifers.

F4. Daeg Aef Victorie. The Irilians remember their more glorious past, in particular the Damner Batayle. All day long, the Irilian Garde gives marching displays, parades, fights mock battles and generally shows off. In the evening, there is a great spell- and torch-lit circus in which various unfortunates fight to the death against assorted monsters in the hope of winning some of the prizes on offer.

F5. Foldaeg. The Irilians lose their customary reserve and vie with each other to play the most outrageous practical jokes. All normal rules of behaviour are suspended (although the Law is not) and the Counseil Aef Misriule, a group of drunkards and rakes, rules for the daeg; passing the most shocking laws that they can dream up. One famous example was when the Counseil decreed that the males and females in Irilian would have to exchange clothes - from that time dates the general similarity in male and female attire in Irilian.

F6. Cudaeg. As Caelfdaeg, except ten cows are slaughtered to try and sway the Gods.

F7. Relef Aef Irilian. During the days, in remembrance of the siege of Irilian by humanoid tribes in the years 376 - 379, the Irilians eat the food to which they had been reduced by the time the seige ended: wood bread, rat stew, grass porridge and similar delicacies. At Dosk, the Temple gongs ring out to mark the relief of Irilian and the populace then eat and drink themselves insensible on more palatable fair.

F8. Boledaeg. Apart from bulls rather than calves being the sacrificial animals, this celebration bears a remarkable resemblance to Caelfdaeg.

F9. Domsdaeg. The day on which Irilians look forward to the end of the world when the skies shall split, the ground shall be consumed in flame, the waters of the world shall be turned into blood and a new and greater Irilian shall arise to take her rightful place as the Queen of the cities of the world. Most of the day is spent either at the Domsdaeg Mart, or watching the lengthy play in the Munuc Geard which depicts the above in all its gruesome details.

F10. Gemmafaile. With great weepings and wailings and gnashings of teeth, the citizens remember when the Gods turned on Fair Irilian and the gem beds failed. No Irilian will speak between Dagung and Dosk nor allow food to pass his or her lips from middneaht to middneaht.

F11. Dauthrdaeg. The Festival of the Dead. The Irilians dress in their best red clothes, red being the colour of death, and attend numerous temple services; donating gifts to the spirits of the dead to prevent them returning and plaguing the living. As a finale, the entire population processions to the Graefgeard where offerings are left on the graves and services sung for the dead.

Holidays. These are days on which Irilians do not work, or work for triple pay, but rest, meditate, eat and drink.

Market, Great Market Day, and Halfdays. These are market days in the Mark Geard, fully detailed in a later episode. Halfdays are normal days until middaeg, when they become the same as holidays.

Seson Festivals. Samedeorc - celebrating that the night is the same length as the day. Leohtdaeg - celebrating that the day has its greatest length. Sameleoht - celebrating that the day is the same length as night. Deorcdaeg - celebrating that the night has its greatest length.

Each of these is celebrated by fasting until middeag when the Primat of the Temple declares the festival to have started. The congregation, seated in the Mark Geard, then broaches casks and wineskins brought for the occasion and drinks itseld into a sacred stupor to, hopefully, become receptive to the Gods' commands - should they give any. They have not as yet, but the Irilians do not let a little thing like that stop them.

Weather. The Irilian climate is temperate with short, intense winters, the last two Wika of Bole and the first two of Caelf, and mild, wet summers, last three Wika and first three Wika of Heahfore and Cu respectively. To determine the actual weather use the chart provided.

Irilian Weather

	Seson			
Degree	*Caelf*	*Heahfore*	*Cu*	*Bole*
None	01-03	01-10	01-02	01-08
Quarter	04-20	11-40	03-25	09-25
Half	21-50	41-60	26-60	26-40
Three Quarters	51-80	61-80	61-90	41-60
Total	81-00	81-00	91-00	61-00
None	01-05	01-05	01-03	01-10
Light	06-40	06-50	04-20	11-30
Heavy	41-75	51-80	21-85	31-90
Very Heavy	76-00	81-00	86-00	91-00
Subzero (below 32°F)	01-10		01-15	01-30
Very Cold (33-35°F)	11-40	01-05	16-45	31-75
Cold (36-55°F)	41-70	06-15	46-75	76-95
Average (56-65°F)	71-98	16-70	76-98	96-00
Warm (66-75°)	99-00	71-90	99-00	
Hot (76-85°F)		91-00		
None	01-05	01-10	01-03	01-10
Light Breeze	06-20	11-70	04-10	11-20
Moderate Breeze	21-70	71-85	11-60	21-80
Strong Breeze	71-98	86-00	61-95	81-99
Strong Gale	99-00		96-00	00

To determine weather, roll percentage dice once/daeg separately for cloud cover, precipitation, temperature and wind. If the result is more than two degrees different from that previously obtained for that type, then the degree which is two different is used, ie if the previous day's cloud cover was none and the dice say that today's is total then the actual cloud cover is half.

Precipitation is only possible if there is some cloud cover and only constant if that cover is total, and in subzero temperatures falls as snow, in very cold temperatures as sleet. If there is no wind and the temperature is average or less, there is a 40% chance of fog. If there is no wind and the temperature is above average, there is a 40% chance of haze.

Diseases. Irilian counts as a filthy, crowded environment for determining disease. The climate is usually hot and moist only for the last wika of Heahfore and the first wika of Cu, otherwise it is cool. All meat in Irilian is considered improperly cooked and all water contaminated unless purified by a cleric. I11 characters may be cured in the Abbeie for a 'donation' of 10% of their wealth. There are, at present, no epidemic diseases in Irilian.

Religion in Irilian. Irilians worship a small pantheon of deities, with one patron deity and paying homage to the others as occasion demands; thus a woman who has Laidhanas as her patron Goddess might pray to Felthu for good crops or a successful birth. The main deities are detailed below.

DauthrMan. The Dead Man: God of Peaceful Death and Quiet Journeys. Burials by clerics of the DauthrMan protect the corpse from all disturbance and from becoming▷

▷undead. His clerics hate all undead and will seek out and destroy them wherever possible.

Esrif. God of Battle. His clerics delight in battle and are always the first to enter and the last to leave it. They display reckless courage and constantly seek their ultimate goal - a glorious death fighting against overwhelming odds: consequently, they rarely reach high levels.

Felthu. Goddess of Fertility. Felthu is very popular, mostly because of the orgiastic rites which accompany her services. Her clerics practice Sacred Prostitution, offering their bodies for Felthu's greater glory, and are regarded as not quite respectable by other clerics in Irilian. Felthu's clerics have a particular dislike for Lagu's because of this.

Forgiefanas. Goddess of Mercy and Healing. Clerics of Forgiefanas are pacifists, seeking to avoid trouble whenever possible, and are generally popular because of their work in tending the sick and dying, distributing alms, looking after orphans and suchlike. Anyone harming one will end up at an impromtu execution - his own.

Lagu. God of Law. Lagu's followers believe in the Law above everything else and have a rigid set of behaviour norms, deviation from which is punished in the afterlife. This belief should not be confused with a similar veneration of justice; followers of Lagu can see little connection between the two. Most of the rest of Irilian consider worshippers of Lagu to be narrow-minded bigots.

Laidhanas. The Supreme Deity, Goddess of the Family. Clerics of Laidhanas are what clerics are expected to be: supportive, shepherding the faithful, consoling the desolate and smiting the infidel. The other Irilian clerics listen to their advice, even if they do not always follow it, and they are the religious heads of Irilian: the chief cleric of Laidhanas being the Primat of All Irilian.

Other deities include Juel, Gods of Gems, now somewhat less popular than once he was; Diubul, Goddess of Evil; Fanwe, Goddess of the elements and Cahecubo, Goddess of the sesons.

Non-Irilian Deities. The attitude towards worshippers of other deities depends upon whether those worshippers are classified as pagans or infidels. Pagans are those who, through no fault of their own, happen not to have seen the light. The Irilians tend to leave them alone; hoping that their pious behaviour will cause these unfortunates to realise their error. Infidels are those who aggressively proclaim their erroneous beliefs and try to tempt Irilians from the One True Way. Infidels are persecuted, ie burnt. Followers of Lagu are the most intolerant and are usually the ones who convene the Temple Cort with a charge of Blasphemy! The major religious institutions in Irilian are the Abbeie, the Monasterion, the Temple and the Graefgeard and Chantr. These will be described in future episodes.□

Irilian Deities

Name	*DauthrMan*	*Esrif*	*Felthu*	*Forgiefanas*	*Lagu*	*Laidhanas*
Area of Control	Death	Battle	Fertility	Healing, Sorrow	Law	Family
Alignment	NG	CN	CN	LG	LN	CN
Worshippers Alignment	Any	Any	Any	Any	LG, LN, LE.	Any
Holy Symbol	Skull	Severed Head	Wheat	8 Pointed Star	Circle	3 Linked Squares
Animal	Crow	Hawk	Hare	Dove	Owl	Cat
Colour	Black/Red	Blood Red	Leaf Green	White	Gold	Blue
Clothing Head	Death Mask	Helm	Grass Circlet	None	Gold Circlet	None
Clothing Body	Black Shroud	Armour	Any	Robe	Any	Any
Sacrifice Frequency	Variable	Variable	Samedeorc, Sameleoht	Anytime	Anytime	Sunnedaeg
Sacrifice Type	Burial	Foe in Battle	Fruit, Self	Prayers	Chaos	Food/Wine
Cleric Sex/Race	Any	Any	Any	Any	Any	Any
Place of Worship	Graveside, Temple	Battleground, Temple	Field, Temple	Temple	Temple	Hearth, Temple

Glossary

Abbeie ..... *Abbey*
Abbeiess ..... *Abbess*
Blaec ..... *Black*
Blaec Fyr ..... *Black Fire*
Blaecgaet ..... *Blackgate*
Blaeclotos ..... *Black Lotus*
Blau ..... *Blue*
Blauorchis ..... *Blue Orchid*
Blodmarchant ..... *Blood Merchants (Division of the Garde)*
Bole ..... *Bull (A seson)*
Boledaeg ..... *Bullday (A seson festival)*
Bowb ..... *Copper Piece*
Brothors Aef Monasterion ..... *Brothers of the Monastery*
Brun ..... *Brown*
Brunpopoeg ..... *Brown Poppy*
Caelf ..... *Calf (A seson)*
Caelfdaeg ..... *Calfday (A seson festival)*
Cahecubo ..... *Goddess of the Seasons*
Chantr ..... *Chantry*
Chantrman ..... *Chantry Priest*
Chare ..... *Passage*
Clerk ..... *Keeper of the Counseil records*
Clos ..... *Close*
Cludaeg ..... *Day of the Wika*
Coinman ..... *Keeper of the Mint*
Commandere Aef Hors ..... *Commander of the Cavalry*
Commandere Aef Man ..... *Commander of the Infantry*
Conestable ..... *Constable*
Coroune ..... *Coroner*
Cort Civilis ..... *Civil Court*
Cort Criminari ..... *Criminal Court*
Counseil ..... *Counsil*
Counseil Hus ..... *Counsil House*
Counseil Aef Misruile ..... *Counsil of Misrule (see Folsdaeg)*
Cu ..... *Cow (A seson)*
Cudaeg ..... *Cowday (A seson festival)*
Daeg ..... *Day*
Daeg Aef Victorie ..... *Day of Victory (Festival)*
Daegure ..... *Hours of the Day*
Daegwaeccan ..... *Day Watch*
Dagung ..... *Dawn*
Dauthr ..... *Death, Dead*
Dauthr Weg ..... *Death Way*
DauthrMan ..... *Dead Man (God of Death)*
Damner Battyle ..... *Battle of the Dammed*
Deorc ..... *Dark*
Deorcdaeg ..... *Darkday (Festival)*
Diubul ..... *Goddess of Evil*
Domsdaeg ..... *Dooms Day (Festival)*
Dosk ..... *Dusk*
Earthedaeg ..... *Day of the Wika*
Eirdaeg ..... *Day of the Wika*
Esrif ..... *God of Battle*
Fanwe ..... *Goddess of the Elements*
Felthu ..... *Goddess of Fertility*
Foldaeg ..... *Fools Day (Festival)*
Fondation ..... *Foundation (Festival)*
Forgiefanas ..... *Goddess of Mercy and Healing*
Frostdaeg ..... *Day of the Wika*
Fyrdaeg ..... *Day of the Wika*
Gaet ..... *Gate*
Gaetman ..... *Official in charge of Gates*
Garde ..... *Guard*
Garde Cort ..... *Guard Court*
Gealga ..... *Gallows*
Gealgagaet ..... *Gallowgate*
Gealgagang ..... *Gallowsgang*
Gemmafaile ..... *Gemsfail (Festival)*
Geard ..... *Yard*
Geoluh ..... *Yellow*
Geoluhlotos ..... *Yellow Lotos*
Gild ..... *Guild*
Gild Aef Venteners ..... *Guild of Adventurers*
Gild Faector ..... *Guild Factor*
Gild Maestre ..... *Guild Master*
Gilds Marchant ..... *Merchant Guild*
Gild Mearcian ..... *Gild Mark*
Graefgeard ..... *Graveyard*
Gran Mareschal ..... *Great Marshal*
Grifoun ..... *Griffon Inn*
Hael ..... *Hill (A Wika)*
Ham ..... *Small settlement*
Heafod Aef Orc ..... *Orc's Head Inn*
Heafod Cyning ..... *Heads King*
Heahfore ..... *Heffer (A seson)*
Heahforedaeg ..... *Hefferday (A seson festival)*
Hliehhannman ..... *Laughing Men (Divsion of the Garde)*
Iril ..... *River Iril*
Irnan ..... *Small infantry unit*
Juel ..... *Jewel*
Kamarling ..... *Official in charge of taxation*
Keye ..... *Quay*
Lac ..... *Lake (A Wika)*
Laeden ..... *Leader*
Laen ..... *Lane*
Lagu ..... *God of Law*
Laidhanas ..... *Goddess of the Family*
Landvogt ..... *Official assisting the Coroune*
Leoht ..... *Light*
Leohtdaeg ..... *Lightday (Festival)*
Lesardman ..... *Lizardman*
Luft ..... *Left*
Mareschal ..... *Marshal*
Mark ..... *Market*
Markman ..... *Official in charge of the Market*
Markgeard ..... *Market Place*
Megngaet ..... *Main Gate*
Middaeg ..... *Noon*
Middneaht ..... *Midnight*
Mona ..... *Moon*
Monadaeg ..... *Day of the Wika*
Monasterion ..... *Monastery*
Mont ..... *Mountain (A Wika)*
Neaht ..... *Night*
Neahture ..... *Hours of the Night*
Orcridan ..... *Orc Riders (Division of the Garde)*
Pas ..... *Pass (A Wika)*
Penneie ..... *0.1 Copper Piece*
Primat ..... *Primate*
Profost-Mareschal ..... *Provost Marshal*
Purpre ..... *Purple*
Purprelotos ..... *Purple Lotus*
Rad ..... *Road*
Regndaeg ..... *Day of the Wika*
Relef Aef Irilain ..... *Relief of Irilian (Festival)*
Ridan ..... *Small unit of cavalry*
Riht ..... *Right*
Rivere ..... *River*
Riverewaec Tor ..... *River Watch Tower*
Ruadh ..... *Red*
Ruadhpoppoeg ..... *Red Poppy*
Sammedeorc ..... *Same Dark (Festival)*
Sammeleoht ..... *Same Light (Festival)*
Sargents Aef Arms ..... *Sargeants At Arms*
Seneschal ..... *Military Commander*
Seorra ..... *Star*
Seorradaeg ..... *Day of the Wika*
Seson ..... *Season*
Scirgerefa ..... *Sheriff*
Sclavafreodom ..... *Slaves' Freedom (Secret Society)*
Shash ..... *Sash*
Sil ..... *River Sil*
Smjuga ..... *Smock*
Staet Gang ..... *Teenage Gang*
Stiweard ..... *Steward*
Straet ..... *Street*
Storm ..... *Storm*
Stormridan ..... *Stormriders Inn*
Stormwealcan ..... *Stormwalkers (Division of the Garde)*
Sundi ..... *Gild Syndics*
Sunnedaeg ..... *Day of the Wika*
Tellar ..... *Gold Piece*
Temple ..... *Temple*
Temple Cort ..... *Temple Court*
Temple Hus ..... *Temple House*
Thri Seorra ..... *Three Stars Inn*
Tor ..... *Tower*
Tor Wysard ..... *Wizard's Tower*
Triubhas ..... *Trousers*
Typstoef ..... *Official assisting the Sheriff*
Ure ..... *Hour*
Utgild ..... *Out Gild for non-humans*
Vale ..... *Valley (A Wika)*
Venger ..... *God of Punishment*
Waeccan ..... *Watch*
Waeter ..... *Water*
Waeterdaeg ..... *Day of the Wika*
Waetergaet ..... *Watergate*
Walman ..... *Official in charge of Irilian's walls*
Wardgild ..... *Social Gild limited to one town ward*
Weard ..... *Winding Path*
Weg ..... *Way*
Wika ..... *Week*
Wuduflor ..... *Wood Flower (Drug)*

Dear *WD*,

It strikes me, as I'm sure it does your other regular readers, that there is a never ending argument about the contents of your magazine. Primarily in the area of which game system(s) you should concentrate on. Now, the only commercially available system I have experienced is *D&D*. This was a few months ago and I was, to say the least, very unimpressed by it and terminated my membership of the associated club two weeks later.

Since 1978 I have been using my own FRPG system and still do. I try to run a high standard of adventure with coherent, logical storylines, a realistic world and a fast specific combat system to name but a few of its features. My small group shun *D&D* and will not play it. Because of this I would like to think that I am not biased towards any particular system.

My view is this. *WD*, indeed no magazine, will ever be able to please all its readers in every issue. *D&D* is still the most popular FRP system so by concentrating mainly on it you will please a majority of your readership which must be your aim. But also it should be realised that *D&D* is not the only system and the occasional *RQ, T&T* etc scenario would not go amiss.

I have been subscribing to *WD* for over three years now and as an independent gamer it is very rare that I can use anything from the magazine without converting it to my own system first. Role-playing depends on imagination and all RPers should have the imagination to convert material to whatever system is required.

Providing the magazine presents interesting ideas and material of high quality the majority of the readership will be content; I'm sure this was your policy before and it should not be changed. *WD* is running along the right lines - don't let the few discontents derail the magazine.

Yours,
M W Welch, Basildon, Essex.

Dear *WD*,

Julian Avis (Letters, *WD40*) wondered why characters in *AD&D* gain experience points for finding gold. There are two ways of looking at this: the player's, and the character's. From the character's point of view, accumulation (or squandering) of a fortune will buy friends and influence people. Since 'levels' are, among other things, representive of divine favour, the Gods will give extra assistance to those of their worshipper who have more influence among mortals: and the richer you are (or the more money you squander) the more influence you have.

From the player's point of view, the standard experience point system (before modification: I use the Asbury system for the early *WDs*) awards experience only for killing things and finding treasure. If the characters gained nothing for finding treasure the only way to go up levels would be the mass slaughter which most people eventually get bored with. A character who used his brains to circumvent traps, fool monsters, sneak past guards, and bluff chiefs would be a millionaire but still only first level, while the boneheaded hacking post would be tenth level but poor, as the last few monsters escape with their loot every time he's hacking his way through the last line of guards. But who wants to be first level? Characters must be rewarded for 'acquiring' treasure, and 1gp = 1xp is a system which works well when the standard treasures from modules are divided by 10, which stops characters getting vast wealth.

One other thing in *WD40* needs comment: *Dungeonmaster General* claims that the effect of magic should be exaggerated in battles. I think exactly the opposite. Suppose the defending army commander has 150 men plus a *Ring of Djinni Summoning*, against 25,000 attacking orcs. Who wins? Obviously, the good guys, as he sends a djinn whirlwind through the orcs. Any large gathering of troops attracts the attention of the Gods of War, who rely on troops for their power base. Any offensive magic use will attract the attention of the Gods of the opposing troops, and the unfortunate djinni-summoner will find himself in single combat with Gruumsh while his djinn fights pit fiends. If troops are wiped out by magic the Gods of War will be abandoned by their worshippers, who will go over to the Gods of Magic, leaving the Wargods powerless. They will not interfere in a battle, since winning or losing naturally is what their worship is all about, but they will interfere with magic use. Gods will not protect their own MUs if they offend Gods of War in this manner. MUs in wartime will be limited to casting non-aggressive spells: *clairvoyance, hallucinatory terrain* etc while clerics rush around *curing, blessing* and *chanting*. This means that Army Commanders (ie Player Characters) must rely on their own tactical ability, bluff, and double-bluff, far more exciting than Alan Paull's idea of fantasy battles, which will degenerate into a contest to get the most MUs lined up with scrolls of *fireball* and *cloudkill*.

Get physical!
Chris Felton, Sheffield.

Dear *WD*,

About Dave Morris's article *Zen and the Art of Adventure Gaming*; first, two small points of detail. Kwannon or Kuanyin is not a Buddha: she is a Bosatsu or Bodhisattva, basically a type of lesser Buddhist spirit. Secondly, *kyuba no michi* does not refer to archery from horseback (this would be called kyubajutsu or something similar, though I have never heard of a specific name for that art). It means 'the way of the bow and the horse', ie the whole samurai way of life.

Also, some suggestions: why not allow the use of ju-jitsu's striking techniques or *atemi-waza*, very similar indeed to the Okinawan technique we know as karate? Initial ability and training as for kumi-uchi, and damage: for STR 01-08 d4+, for STR 09-15 d6+1, for STR 16-18 d8+1, STR 18+ d10+1. No strength bonus, since SIZ affects this. This leads onto another point. Japanese were, and still are to some extent, smaller and stockier than Westerners - so why not change the SIZ roll for them to 2d6+2 - not a great change, since stockiness would to some extent counteract the change in height. GMs might wish to add 2 to STR to compensate for this.

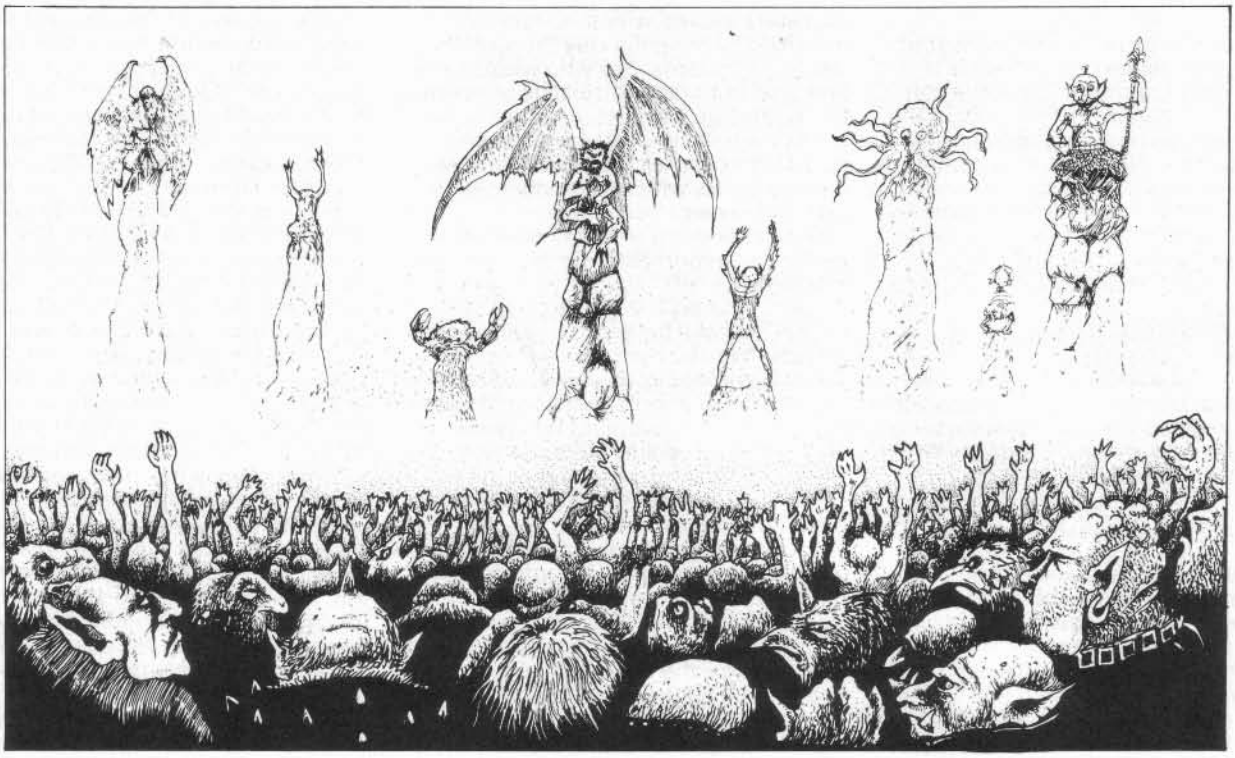
Most importantly, however, Dave Morris has failed to emphasize sufficiently the duties and lack of freedom of the samurai. I can easily see a campaign where the players follow the 'free training' rule and then protest if they are not allowed the same opportunities and booty as any other *RQ* characters. The result: enormously rich and powerful characters, undeservedly so. I suggest a means of correcting this. Basically, there are two extreme (perfectly correct and good fun, but extreme) forms that a campaign can take.

1. A character as a samurai, in service to a lord (daimyo), receiving free training (and free equipment too, I would think), but little money and certainly not free to go wandering off, slaughtering dragons and walking off with huge hoards. His adventures would be missions ordered by his lord, with any major treasure to be handed over to him.

2. A character as a ronin or masterless warrior. He would have complete freedom, but would have to buy his equipment and pay for his training at a martial arts school. He would be more like the normal adventurer type.

Campaigns can be run at anything between these two extremes. The important thing is to make sure that if the players want free training and/or equipment, make sure their freedom and above all, the amount of wealth they can gain, is reduced. Conversely, if they want their characters to be like other adventurers, they can't expect gifts from the GM. A final point: what about the Fine Arts: Haiku, Tea Ceremony etc?

Yours honourably,
Daniel Oppenhiemer.



Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. This issue sees the final part in our* Inhuman Gods *series.*

INHUMAN GODS

Deities for Un-Men: Part IV
by Phil Masters

In this final study of the religions and divinities of the races introduced to D&D *by the* Fiend Folio *(FF) and* White Dwarf's Fiend Factory *we again use the format of* Deities & Demigods. *Our first subject is a race related to hobgoblins...*

NORKERS Firffuffl'nnb, Demigod
Armour Class: -3
Move: 15"
Hit Points: 93
No of Attacks: 2
Damage/Attack: 3-24 (+8)/2-12
Special Attacks: See below
Special Defences: +1 or better weapon to hit
Magic Resistance: 60%
Size: L (9')
Alignment: Chaotic Evil
Worshipper's Align: Chaotic Evil (Norkers)
Symbol: Spiked Club
Plane: Abyss
Cleric/Druid: See below
Fighter: as 16+ hit dice monster
Magic User/Illusionist: See below
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: V
S:20 I:15 W:13 D:12 C:24 CH:7

Norkers worship a rather minor demon prince called Firffuffl'nnb, a hulking being of relatively limited power on the plane of the Abyss. This demi-deity should not be thought of lightly, however; he is a resilient monster of considerable strength and some low cunning. Firffuffl'nnb is humanoid in form, hunched, with glowing eyes beneath heavy brows; he is covered in a thick, leathery hide, plates and chunks of which always seem to be about to shred away, and he carries a huge, shabby shield and a vast spiked club. The shield is in fact enchanted to +3, and any mortal who picked it up when the god was not using it would suffer 5-30 rounds of stunning due to the supernatural evil embodied in it; the demigod can strike with the club for 3-24 points of damage (plus strength bonus), while biting the same or a different opponent for 2-12 damage. The saliva that drips from this

demon's horribly fanged mouth is slightly poisonous; any victim who is bitten and fails to make a save vs poison will be paralysed for 4-16 rounds.

This god of the norkers has the following powers at 13th level effectiveness; at will, to *read magic, read languages, detect magic, good,* or *invisibility, ESP, hold person, teleport, telekinesis* (13,000gp weight), produce *darkness, 15' radius,* and *dispel magic*; thrice each per day, to *cause disease, suggest, cause fear* in all within 3", *warp wood* and *magic missile*; once each per day, *dispel good,* use a *symbol of pain,* cast a *phantasmal force,* become *invisible,* produce a *stinking cloud, disintegrate* (by touch), cast *wizard lock,* and *gate* in 1-4 type I demons (65% chance of the portal opening).

As a demon, Firffuffl'nnb takes only half damage from cold, lightning, fire, and gas attacks. He has superior (120') infravision, and can communicate with any being via a limited form of telepathy. On the *Prime Material Plane,* he is 40% likely to be in the company of 4-32 norkers; his charisma in the eyes of that race is 18.

Norker clerics are shamans of up to third level power, who dress and appear much like others of the race; no witch doctors have ever been noted. These priests preach cunning and armed strength, and tell norkers that no mercy or honour need be shown to other races, so long as the cult of Firffuffl'nnb is furthered and enriched.

OGRILLONS

As both their parent races can become shamans, it is not surprising to find that ogrillons also include clerical spellcasters in their number. However, they take after their ogrish parents in this as in other ways, being limited to third level advancement as shamans, and being incapable of operating as witch-doctors. Most ogrillon shamans follow Vaprak the Destroyer, god of ogres and trolls, but a few are of more lawful inclinations, and worship Gruumsh, often serving as assistants in orchish temples. The worship demanded by these two deities is fully detailed in *DDG*.

PEBBLE GNOMES [*WD15*]

Naturally, pebble gnomes are quite incapable of becoming clerics of any sort, and their immunity to all mystical and magical forces means that their level of religious behaviour is low. However, they do respect Garl Glittergold [see *DDG*] and the other gnomish deities, especially Hallasdia Heathfire, goddess of burrows, cooking and home life.

SHADOW GOBLINS [*WD26*]

Curiously, no cases of shadow goblin possession of clerical abilities have ever been noted; it is thought that these beings are in some way too committed to their use of illusion and confusion to make the psychic commitment demanded by clericism. However, there are reports of shadow goblin lairs with small shrines, and of these creatures bearing unholy symbols; the subjects of this respect appear to include Lloth and Kurtulmak [see *DDG*].

SKULKS Ullathimon The Hidden, Demigod
Armour Class: 4
Move: 22"
Hit Points: 73
No of Attacks: 3/2 or 1
Damage/Attack: 2-12 or by weapon (+1)
Special Attacks: See below
Special Defences: Invisibility, Never surprised
Magic Resistance: 60%
Size: M
Alignment: Chaotic Evil
Worshippers' Align: Chaotic Evil (Skulks)
Symbol: Dagger
Plane: Ethereal
Cleric/Druid: 9th level cleric/ 4th level druid
Fighter: Nil
Magic User/Illusionist: 13th level illusionist
Thief/Assassin: 10th level assassin
Monk/Bard: 8th level monk
Psionic Ability: VI
S:16 (0,+1) I:22 W:18 D:25 C:17 CH:14

When the skulks were first driven out from the dwellings of men, one of their number emerged as a leader of sorts, and a master of the skills that the race would need to survive. This great teacher was skilful, cowardly, conscienceless, and clever; he studied any art that might enable him to kill before another killed him, and he used what he learned well. In time, some great and evil being granted this teacher, Ullathimon, certain powers that he sought, and raised him to the

demi-divine status that his people already credited him with.

In return, Ullathimon swore that the Skulks, under his guidance, would continue to harass and oppose the race of men. He transferred his dwelling to the *Ethereal Plane,* whence he now journeys only to waylay and assassinate any of his enemies that seem dangerous but vulnerable, and from that time on, he has subtly directed and channelled the evil ways of the Skulks.

accompanied by 9-12 skulks (80%); otherwise, he can *summons* such a bodyguard to arrive in 2-5 turns. He will only assassinate, never entering into protracted melees, but he is deadly at this, as he has the innate power of *permanent invisibility* (ie opponents who cannot see invisible objects attacks at -4, and their attacks are saved against at +4); this cannot be dispelled, and it combines with the demigod's great stealth to allow him to surprise on 1-7 on d8. Ullathimon can always see other invisible objects, or those which have been transferred to the *Ethereal Plane,* and his great sensitivity ensures that is never himself surprised. His other powers include the ability to project a *wall of force* once per day, to *dispel good* twice per day, and to neutralise the magical powers of any device he can touch (other than an artifact or relic) for one day, if he chooses; the device has a save vs *disintegration.*

This demigod carries a *+2 dagger,* a light crossbow with a case of *+1 quarrels,* and a *Staff of the Serpent* of the *Adder* type. His clerics, who can be shamans of up to the third level or witch-doctors with up to second level magic user skills, lead worship at small, secret, often moveable, shrines; they teach the creed of Ullathimon, which is death to mankind, and also to elves and halflings; they are less vehemently hostile to other races, but they certainly do not like any other species.▷

SVIRFNEBLIN
It is generally reckoned that the deep gnomes revere the 'conventional' gnomish pantheon, albeit in a different form, and with variant emphases and aspects; however, no Svirfneblin with clerical ability has ever been encountered - it is thought that they tend to remain in the deep gnomes' home caverns, to which other races never penetrate. It seems plausible to assume that they range up to the sixth or seventh level of clerical ability, and that their chief deities must surely be aspects of Garl Glittergold [see *DDG*] and Ranssass Rockshaper, gnomish god of mines, caves, and underground exploration.

TROLLS
Normal trolls worship Vaprak the Destroyer [see *DDG*]. However, variant and crossbreed types may have different tastes. Giant trolls and giant two-headed trolls tend to revere both Vaprak and Grollantor, god of hill giants and ettins [see *DDG*]; no consistent bias is detectable, particularly as no clerical members of either of these two sub-species have yet been encountered; it is thought that, if such exist, they must be shamans of no more than third level. Clerical ice trolls have been noted occasionally; these have been shamans of up to third level (no witch-doctors). Ice trolls tend to respect both Vaprak and Crionax, prince of evil cold creatures [see *FF*]; racial alignment bias means that their shamans tend to favour Vaprak.

WINTER KOBOLDS
Various minor Winter Kobold shrines have been discovered, tended by shamans of up to third level ability; no actual witch-doctors have been reported, although a very small proportion of the shamans noted have also possessed the powers of the race's magic-user class. Most of the shrines have been dedicated to a deity named Kr'tollomc, who is usually thought to be a variant aspect of Kurtulmak [see *DDG*]; however, this deity appears to resemble a giant Winter Kobold, complete with a coat of white fur, while his alignment appears to be neutral evil; some sages have deduced from this that Kr'tollomc may be a distinct deity, perhaps a spawn of Kurtulmak, dwelling in all probability in some cold waste on the plane of *Hades*. To further complicate issues, a few winter kobold tribes actually worship Crionax, elemental prince of evil cold beings

XVARTS A'Gallamiull, Lesser God
Armour Class: 0
Move: 15"/30"
Hit Points: 185
No of Attacks: 3/2
Damage/Attack: 8-18 (+8)
Special Attacks: Net, Spells
Special Defences: +2 or better weapon to hit, Immunities
Magic Resistance: 65%
Size: M
Alignment: Chaotic Evil
Worshippers' Align: Chaotic Evil (Xvarts)
Symbol: Net and Sword
Plane: Pandemonium
Cleric/Druid: 10th level cleric
Fighter: 13th level ranger
Magic User/Illusionist: 12th level MU
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: Nil
S:20 (+3,+8) I:19 W:15 D:22 C:18 CH:15

Appearing as a gigantic (6') xvart with great blue bat-like wings and eyes that flash weird colours, A'Gallamiull is a mischievious, not to say malicious, being who is credited in xvartish myth with aiding that species in many successful forays against other races. His weapons are a +3 short sword with ego and intelligence both 9, aligned to chaotic evil, which does double damage in the god's hands, and which can *detect* and *read* magic at will (10th level power), and a magical net which the god can cast up to 3" to entrap any being within a 10' diameter circle (centred on the target point). A save vs wands allows evasion of the net, which will otherwise hold victims immobile until the god orders it to return to his hand. A'Gallamiull's net cannot be cut or torn, but agile characters or beings caught in it have a percentage chance to work free in any round equal to the amount by which their

dexterity exceeds 15. This deity can use swords and net simultaneously, or he may use either one or the two devices while employing his innate powers. These, any one of which he may use in a round, include *darkness 10' radius, magic missile* (3 missiles), *improved phantasmal force, telekinesis* (10,000gp weight), *shatter, dispel magic*, and *mirror image*, all at will; *hold person, hold monster, dancing lights* and *glyph of warding* thrice each per day; *charm monster* twice per day; and *chaos* and *power word, stun* once each per day.

A'Gallamiull is immune to *magic missiles*, and cold, fire, lightning and gas all do him only half normal damage, but *holy water* does him 1-6 points of injury if he is struck by a full vial's worth, 1-2 points if he is simply splashed. He is able to *summons* 6-36 xvarts to his aid whenever he fights on the astral, ethereal, or prime material planes, and once per day he has a chance (75%) of successfully opening a *gate* to bring in a demon of type I (25%), type IV (5%). type V (5%), type VI (45%), or a Succubus (20%) - for this deity has, at least in part, the status of a demon prince.

Xvarts worship their god in temples deep in their lairs. They can become shamans or witch-doctors; their clerical powers may be as high as fifth level, and their witch-doctors may attain fourth level magic-user ability. Xvart priests favour maces, but many opt to use nets against their foes, in imitation of A'Gallamiull. These Xvarts frequently display exceptional cunning, often acting as advisors to tribal chiefs, although they rarely venture out of their home lairs.□

Deity	Sphere of Control	Animal	Clerics M F NH	Raiment Head	Raiment Body	Colour(s)	Holy Days	Sacrifice Frequency	Sacrifice Form	Place of Worship
Crionax	Cold Beasts	yeti	X	n/a	n/a	White	n/a	Often	Mammals	Ice Caves
Kr'tollomc	Winter Kobolds	Winter Wolf	X	Helm	Scale Mail	White	Crescent Moon	Monthly	Humans	Mountain Caves
Ullathimon	Skulks	Viper	X	Bare	Loincloth	Grey	n/a	Varies	Stolen Items	Anywhere
A'Gallamiull	Xvarts	Bat, Rat	X	Bare	Doublet	Blue	New Moon	Monthly	Plunder	Lairs
Firffuffl'nnb	Norkers	n/a	X	n/a	n/a	Dirty Brown	n/a	Often	Flesh	Lairs

RuneRites *is a regular* RuneQuest *department edited by Oliver Dickinson. This issue we examine horses and encumbrance in* RQ.

HORSES

by Graham Cobley

Have you ever worried about how much you are loading on your horse, if you apply the ENC rule? I certainly have, and welcome Graham Cobley's suggestions as a quick method of determining what is reasonable, though no doubt others could be produced. Warhorses undoubtedly did carry armoured knights with shield and weapons, so they ought to be able to in RQ *terms. The principle applies equally to pack animals; in this connection, a recent correspondence in* The Times *yielded the interesting information that army mules could carry a maximum of 21 stone (= a little over 133½kg) and travel 20-25 miles (32-40km) a day. There is no agreed figure for conversion from ENC points to kg (as originally devised, ENC was applied to objects' awkwardness as well as their weight, and was devised for Adventurers, not pack-animals), but the suggestion in* Trading *[WD40] that 1ENC = 2kg is not unreasonable. Applying the 1SIZ = 3ENC rule quoted for the* telekinesis *spell, an average SIZ (11) person would weigh 66kg going on for 10½ stone; but the objects listed as 1ENC, including several different sizes of sword, could not all weigh 4.4lb! -OD.*

I wonder if anyone whose character owns a warhorse has bothered to work out its maximum encumbrance; I did and found that the poor creature had been crawling about on its belly because of the weight on it. As an example here is what a heavy cavalry rider [*RQ* pp106] weighs: an average person is SIZ11 = 33ENC; armour (heavy scale hauberk, plate on limbs, closed helm) weighs 8ENC; weapons may add up to 4-6ENC, say 5; and the horse may wear leather barding, about 2ENC for 1-point leather. All this adds up to 48ENC; but an average horse can only manage 21 (29+13/2) and the strongest possible 31 (40+21/2), at racial maximums. As I don't like rewriting the rules, I make the following suggestions for what a warhorse should be able to carry; they may not be a 'realistic' solution, but will at least enable GM's to stop horses looking like mountains of equipment galloping over the plains. Also offered is a list of horse breeds for Dragon Pass and Prax, with other data; some stats are higher than in the *RQ* rules, but none exceed the maximums set. (*It must be stressed that this list is not an official* Gloranthan *supplement -OD*).

1. A horse may carry any human in the normal SIZ range; each point over this limit will count as 3ENC points against what the horse can carry.
2. If the rider is carrying equipment which exceeds his/her own ENC total, it counts against the horse's ENC too.
3. Any barding that the horse is wearing will count against its ENC, as will any equipment with which its owner cares to lumber it, such as a tent.

ADARI (Far Point, Adari, and human-occupied areas between). Cost: 4000L.
STR: 3d6+18; **CON**: 2d4+10;
SIZ: 3d6+12; **POW**: 3d6; **DEX**: 2d6+6.
Highly favoured by dwarf adventurers, due to their low height (most of their SIZ is bulk) and ability to adapt to harsh climates.

BREVAN (Native to Grazelands, also bred in Sartar). Cost: 4500L.
STR: 3d6+18; **CON**: 2d4+10;
SIZ: 2d6+24; **POW**: 3d6; **DEX**: 2d8+2.
Grazelanders must buy this horse, if they want a warhorse.

CHURIAN (Far Point). Cost: 3500L.
STR: 3d6+18; **CON**: 2d6+6;
SIZ: 3d6+12; **POW**: 3d6; **DEX**: 2d6+3.
Short, stubby-legged horse, not very fast; charging rate 21.

DUNSTOP (Lunar Empire).
As in *RQ* rules; the Lunar equivalent of the standard-bred.

GRAZELANDER (Grazelands).
STR: 4d6+12; **CON**: 2d6+6;
SIZ: 4d6+6; **POW**: 3d6; **DEX**: 3d6.
Small hardy horse, given to barbarians only; charging rate 10.

JALDON'S HORSE (No Man's March, Better Place). Cost: 3500L.
(free to barbarians)
STR: 3d6+18; **CON**: 2d6+6;
SIZ: 4d4+10; **POW**: 3d6; **DEX**: **2d6**+2.
Charging rate 10.

KIANG DONKEY (Barbarian Town and area, eg Sounders River). Cost 3000L.
(free to barbarians).
STR: 4d6+12; **CON**: 2d6+6;
SIZ: 2d6+12; **POW**: 3d6; **DEX**: **2d6**+6.
Larger than modern donkey, fast for its size (Move 12), exceptional swimmer.

KLEPPER (any major city). Cost: 10,000L.
STR: 1d6+30; **CON**: 2d6+6;
SIZ: 2d6+24; **POW**: 3d6; **DEX**: 2d6+6.
Riders must be SIZ 14+ and have 50%+ Riding ability to get on! After a charge, the Klepper must carry on for 20m before stopping. A veritable tank.

ROCKWOOD MOUNTAIN PONY (Rockwood Mountains). Cost: 3750L.
STR: 3d4+18; CON: 2d4+10;
SIZ: 4d4+10; **POW**: 3d6; **DEX**: 3d6.
Ridden by dwarf adventurers of these mountains, also by many ducks; charging rate 10.

SARTARITE (Sartar, Dargon Pass generally). Cost: 6000L.
STR: 2d6+24; **CON**: 2d4+10;
SIZ: 3d6+18; **POW**: 3d6; **DEX**: 3d6.
A very good fighting horse.

STANDARD-BRED (any city).
As in *RQ* rules; the result of much cross-breeding.

TARPAN or **KONIK** (Defenders Shore, Head Acres, River of Cradles).
STR: 2d6+18; **CON**: 3d4+6;
SIZ: 2d6+12; **POW**: 3d6; **DEX**: 3d6.
Barbarians only; same breed called by different names; charging rate 10.

WINGANNA (any large city). Cost: 8000L.
STR: 2d6+24; **CON**: 2d4+10;
SIZ: 2d6+24; **POW**: 3d6; **DEX**: 2d4+10.
Riders must be SIZ 10+ and have 60+ Riding ability. An exceptional fighter, much sought-after.

Horse Breeds

Notes

1. Where a horse or pony is specified as barbarian only, this means that any barbarian from the area concerned will ride one (if not an animal nomad, obviously).
2. All the animals cited move at 12, but their charging rate varies as show (to model the obvious point that a Winganna can easily beat a donkey in a race).
3. The prices cited are for warhorses; the Klepper, Sartarite and Winganna can only be bought as Warhorses, but the other breeds will provide cavalry and riding animals, at respectively 30% and 2% of the price of the warhorse; Cults sometimes give Rune Lords money for a warhorse; I suggest this is 5000L, the price of a standard-bred, and that the Rune Lord finds the extra cost for eg a Klepper.
4. Areas and places where available are cited after each breed name.
5. For the excellent fighting breeds (Klepper, Sartarite, Winganna), their attacking chance with all modes will be natural bonus + 5%, or 25%, whichever is higher; all other breeds are purchased with attacks at 25%. [*Graham asked whether warhorses could make experience rolls for their attacks; I think that all creatures should be able to, with or without INT (very low or high POW might affect their chance), but that warhorses can only learn by experience once they have had some training in fighting with a rider up - of course, if fighting on their own they can improve normally. Note that their 25%+ chance will be fighting on their own; with rider up, all warhorses start at 5% before training -OD*].□

Treasure Chest *is a regular department devoted to readers' ideas for* D&D. *This issue, some new spells.*

The Sorceror's Spell Book

by Gary and Terry Saul

GUARD (Evocation)
Usable by: MU
Level: 1
Range: 0
Duration: 2 rounds/level
Area of Effect: Personal
Components: V, S.
Casting Time: 1 segment
Saving Throw: None

This spell will 'block' one physical attack per round directed against the caster. The caster must elect which attack he/she chooses to block before the round commences.

SILVER WEB (Evocation)
Usable by: MU
Level: 4
Range: 1"/level
Duration: 1 turn/level
Area of Effect: Special
Components: V, S, M.
Casting Time: 4 segments
Saving Throw: Negates or ½

The area of effect of this spell are as for a normal *web* spell. However, the *web* here formed is non-flammable and composed of silver. The *web* will hold anything with less than 18 strength rigid. 18 strength may break through 1'/turn; 18°°, 1'/round and 19+, 1'/segment. Any corporeal creature will be trapped but in addition any non-corporeal creature affected by silver weapons will also be enmeshed (eg ghosts). The material components are 1 silver piece plus a bit of spiders web.

GREEN DEATH (Alteration)
Usable by: MU, Druid.
Level: 4, 3.
Range: ½"/level
Duration: Permanent
Area of Effect: 1 creature
Components: V, S, M.
Casting Time: 4 segments
Saving Throw: Negates

The victim of this spell finds his flesh transformed into green slime in 1-4 rounds unless he makes his Saving Throw. The material component for the spell is a small vial of algae.

SHIELD OF DISINTEGRATION (Evocation-Alteration)
Usable by: MU
Level: 7
Range: 0
Duration: 1 round/level
Area of Effect: Personal
Components: V, S, M.
Casting Time: 7 segments
Saving Throw: See text

Any creature launching a successful physical attack against the caster must save versus spells or be disintegrated. If the save is successful the victim will take 2-24 points of damage. The shield is normally invisible but will flare white when hit.

SHIELD OF DISRUPTION (Evocation-Alteration)
Usable by: Cleric
Level: 6
Range: 0
Duration: 1 round/level
Area of Effect: Personal
Components: V, S, M.
Casting Time: 1 round
Saving Throw: See text

Upon casting, the cleric becomes immolated in a pale, ghastly flame. This prevents draining or physical contact by undead. Any undead (or creature from a lower plane) striking the caster must roll on matrix III [p75 *DMG*] as though being turned by a cleric of the appropriate level - if such a turning would be successful then the creature is disrupted. The shield has no effect on other types of creatures. The spells material components are the clerics holy symbol plus a vial of holy water.

PAINBLAST (Conjuration/Summoning)
Usable by: MU
Level: 6
Range: 0
Duration: 1 round/level
Area of Effect: 3" x 3"
Components: V, S.
Casting Time: 6 segments
Saving Throw: See text

Creatures within the area of effect, unless they save versus spells successfully, will be wracked by pain and unable to move. If they save they may attack at -4. The spell will only affect creatures of up to 8 Hit Dice. *Note*: The caster is immune to the spells effects even though the area of effect centres on him.

LIGHT SHIELD (Evocation-Alteration)
Usable by: Cleric
Level: 6
Range: 0
Duration: 3 rounds/level
Area of Effect: Personal
Components: V, S, M.
Casting Time: 2 rounds
Saving Throw: See text

Upon completion the cleric is surrounded by an aura of dazzling light. All opponents are at -2 to hit due to its blinding effect. Undead or creatures from the lower planes striking the caster must save versus spells or be destroyed. All material objects striking the caster, unless magical, are burnt or melted. *Note*: Even should undead fail to save against the shields effects it does not prevent the cleric taking physical damage or having an energy level drained by such a touch. The material component of the spell is the cleric's holy symbol.

VALIN'S TOTAL INVERSION (Necromantic)
Usable by: MU
Level: 7
Range: 1"/level
Duration: Permanent
Area of Effect: 1 creature
Components: V, S.
Casting Time: 7 segments
Saving Throw: Negates

During casting the spell's victim is held helpless, wracked with violent pain. On completion of casting the inversion occurs, that is death by being turned inside out. The result is gruesome and very messy. The spell effects may only be reversed by a *limited wish, wish* or *alter reality*.

RING OF BINDING (Evocation)
Usable by: MU
Level: 4
Range: 5"
Duration: 1 round/level
Area of Effect: 1 creature
Components: V, S, M.
Casting Time: 4 segments
Saving Throw: Negates

Upon casting, a steel loop forms in the air over the designated victim. It then closes round the creature. Once in place the ring cannot be broken, nor can the victim move, *fly, become gaseous, shapechange*, cast spells etc.
The material component of the spell is a small iron ring.

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NEWS OF THE WORLDS

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Fresh Start For Travellers

This month sees the release of a package that promises a new ideal for *Travellers*. Attractively packaged in a full-colour box comes the *Traveller Starter Set* designed especially for less experienced players. The set contains all necessary rules and tables as well as two adventure scenarios: *Mission on Mithril* and *Shadows*. It is naturally compatible with all the other *Traveller* material. The set is published in the UK by *Games Workshop* under licence from *Game Designers' Workshop*.

Other new *Traveller* items to be expected in the near future are *Forms and Charts*, *Traveller Supplement 12* which contains worksheets and forms for players and referees, and *Best of the Journal, Vol. 3*.

Game Designers' Workshop also have some other games in the pipeline. *The Brotherhood* will be a game of organised crime, while *Campaign Trail* will be a game of presidential elections. *Dark Nebula*, the SF interstellar war game, is also to be re-released in a new edition.

★★★★

WHERE DO THEY DO IT? A Special Competition

Steve Wright does it in the afternoon, the Beatles did it in the road, but where do RPG characters do it? Frank Baker of Leicester has already come up with some suggestions, for example:

Dungeon Masters do it behind a screen, and

Illusionists do it with mirrors

We are taking his letter as the first entry in a competition. What you have to do is send in some more along these lines relating to SF and fantasy RPG's. Send your entries to *White Dwarf*, Competition Entry, 27/29 Sunbeam Road, London NW10 to arrive not later than 1st July 1983. The winner will receive a set of the *Puffin* Fighting Fantasy Gamebooks (*Warlock of Firetop Mountain, Citadel of Chaos* and *Forest of Doom*) autographed by the authors. In the event of a lot of high quality entries, we will try to rustle up some more prizes.

★★★★

AUTHORITIES WELCOME VIGILANTES

The news that certain of the more lawless areas of the city were being policed by self-styled groups of vigilantes was welcomed by the authorities. Last night an official spokesman said that it was about time that the ordinary adventurer-in-the-street did something to help with the current crime wave. The adventurers in the vigilante groups come from *Asgard Miniature's Dungeon Adventurers* range. In the picture above, a *Witch* (*DA57*, left) is challenged by a vigilante group comprising (left to right) a *Halfling Adventurer*, *Dwarf Adventurer*, and a *Warrior Priest* (*DA27, 8,* and *48*). Another group photographed in the old quarter and shown below was a mixed ethnic group made up of (left to right) a *Wood-elf Adventuress*, *Dwarf Adventuress*, *Halfling Adventuress* and a *High-elf Adventurer* (*DA16, 9, 28,* and *18*).

The head of the town guard stated at yesterday's council meeting that the vigilantes were welcome, but were still subject to the law of the land. He also declined to give figures for the number of street-crimes in which the assailant was identified as a half-orc stating that the information was irrelevant and could only be used for inflamatory purposes.

SMOKE WITHOUT FIRE

There has been neither confirmation nor denials of the rumours currently circulating that *RuneQuest* may soon be joining the *Avalon Hill* stable. Whether or not *Chaosium* decide to sell the rights to the game remains to be seen.

Other rumours concern the comic book hero *Judge Dredd*. Apparently he may soon be appearing in his own comic, both in the UK and the USA. The American version is presumed to consist of reprints of the Judge's adventures in *2000AD* which formed the basis of *Games Workshop's Judge Dredd* game. Both comics are rumoured to be appearing later in the year.

NEW GUIDE A GREAT BOON SAYS AA

The AA (Adventurers Association) greeted the publication of guidebooks to Tolkien's Middle Earth with great enthusiasm. A representative at their city headquarters said 'This is just what adventurers have been looking for. We've all wanted to explore Middle Earth, but until now there was no decent guide to the place. I suspect many adventurers will now be holidaying there.' The books are published by *Iron Crown Enterprises* as role-playing game aids set in Middle Earth. They are: *Middle Earth Guide Book; Angmar; Umbar;* and *Ardor*. Each has a colour cover and contains many maps and details.

CTHULHU CTHALLING

Cthulhu has summoned new evil to stalk our world. A new US company, *Theatre of the Mind* has released two soft-back *Call of Cthulhu* adventures. They are *The Arkham Evil* and *Death in Dunwich*. Both are very detailed and are currently available in the UK.

DRAGONRIDERS ON WAY

The famous *Dragonriders* from Anne McCaffrey's novels could well be winging their way into the fantasy gaming world soon. *Mayfair Games* are rumoured to be in the final stages of negotiations for the rights to produce a game based on the books.

OGRE AND OUT

Not so long ago *Metagaming* lost the rights of the game *Ogre* to *Steve Jackson*. Now, hard on the heels of the prediction in *White Dwarf's* last editorial, comes the news that *Metagaming* have gone out of business. Their remaining stocks of games were sold off to *Hobby Games Distributors* of the US.

★★★★

GOBBLEDIGOOK IN NEXT WHITE DWARF

Next issue sees the introduction of *Gobbledigook*, a new comic strip.

In addition there will also be Part 2 of *Irilian*, the complete *D&D* city; Part 2 of *Cthulhu Now!* with scenarios in the '80's; *Hanufa's Little Sister*, more *RuneQuest* fiction and something on starport design in *Traveller* plus all your usual favourites.

★★★★

CLASSIFIED

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Dragonmeet VI Competitions
Wanted, experienced Games Groups or Clubs willing to create and run Competition adventures of *AD&D, RQ* and *Traveller* at *Dragonmeet VI, July 16th, Central Hall, Westminster, London.* You supply the concept and referees. I supply the advice, play aids, figures, electrical requirements (if computers are involved) and certain expenses. For further details contact me: *Clive Bailey, Games Workshop, 27/29 Sunbeam Road, London NW10 6JP.*

Dragonmeet VI Participation/ Demonstration Games
Wanted, exciting events for *Dragonmeet VI, July 16th, Central Hall, Westminster, London. If you would like to create and run a participation adventure using your favourite FRP – AD&D, RQ, Trav, T&T, Bushido* etc or a demonstration of fantasy or SF miniatures wargaming, then contact me: *Clive Bailey, Games Workshop, 27/29 Sunbeam Road, London NW10 6JP.*

For Sale
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Wanted
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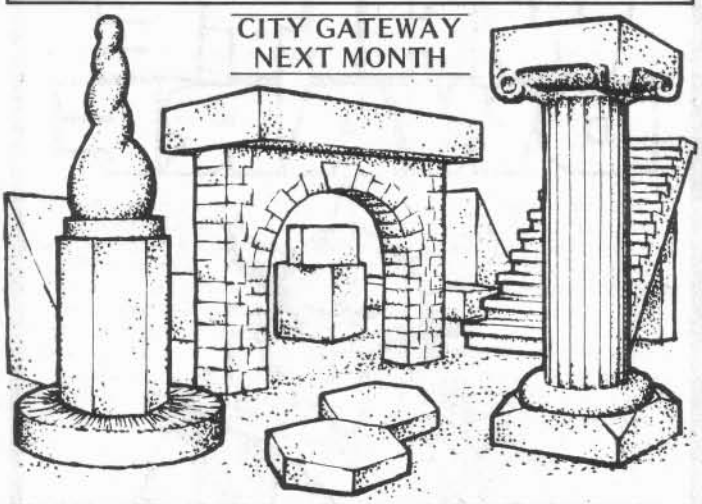

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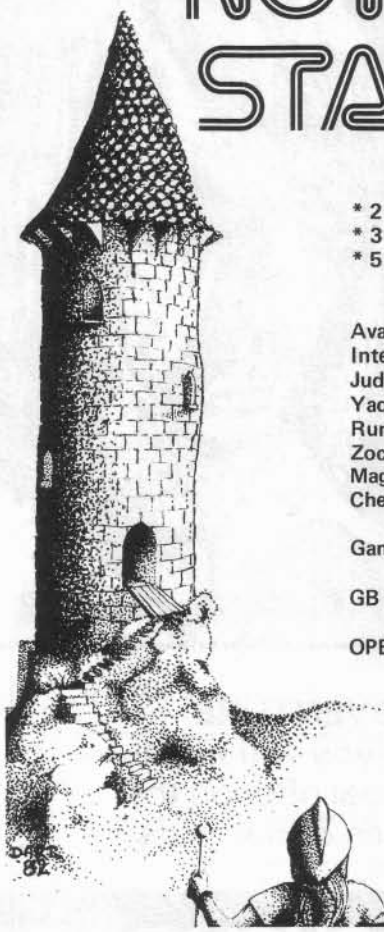

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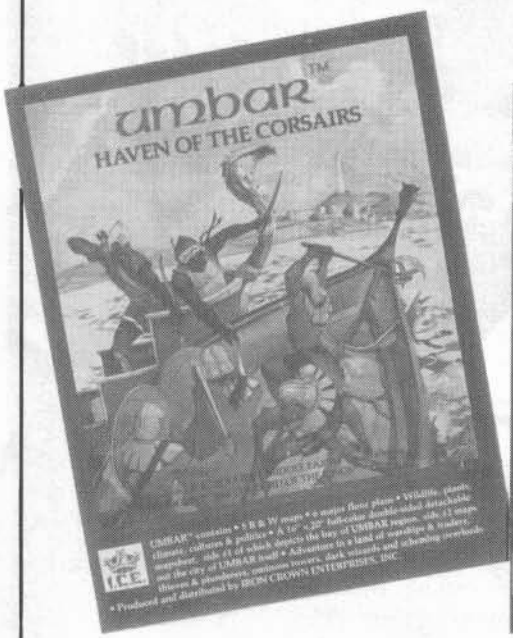

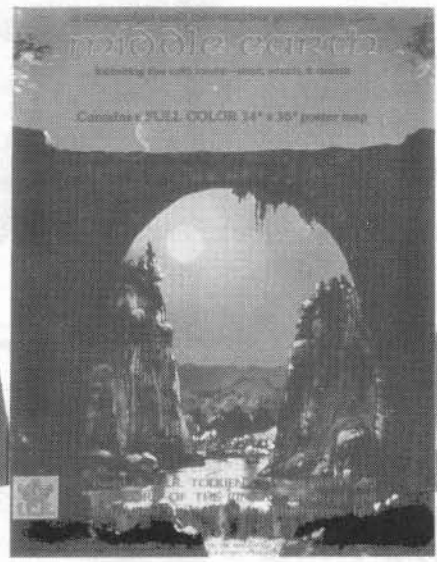

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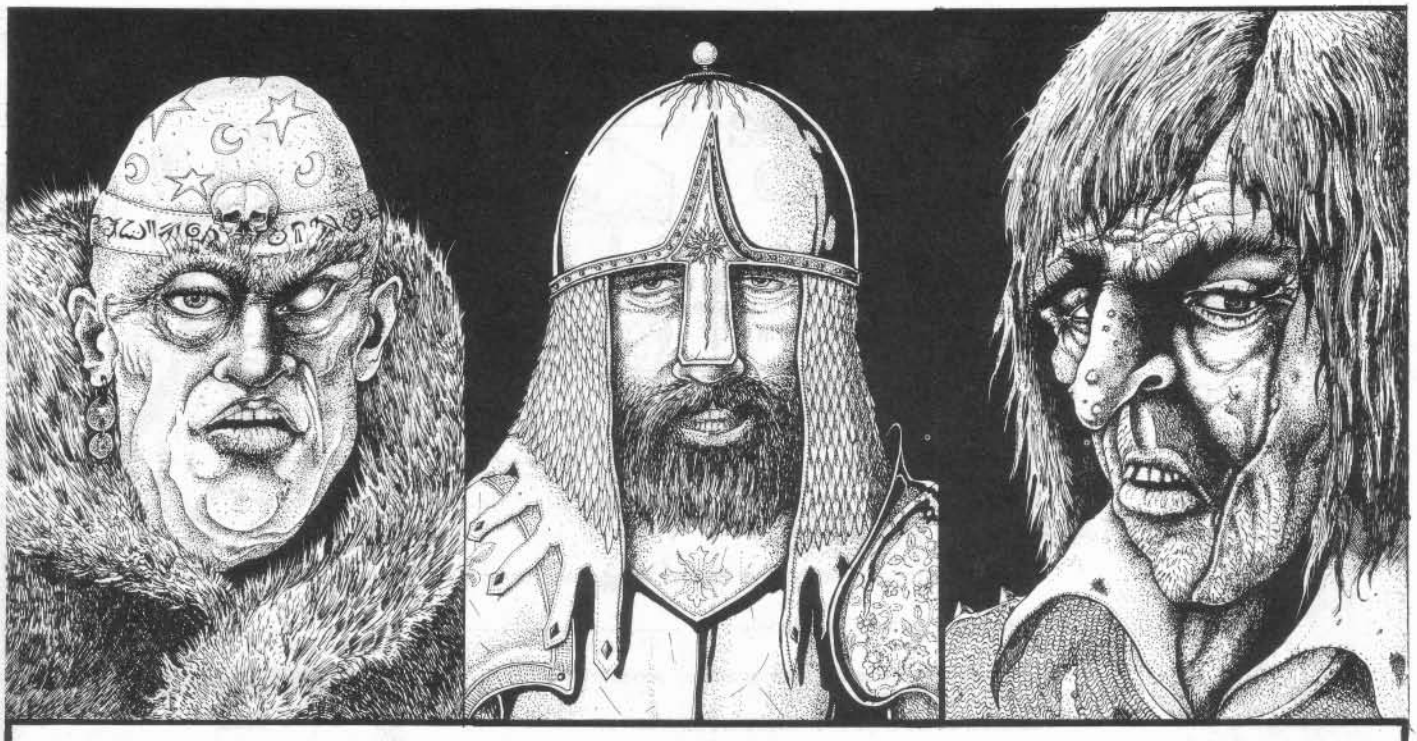

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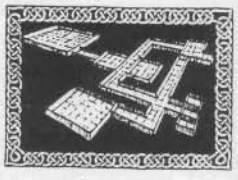

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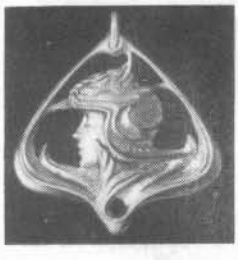

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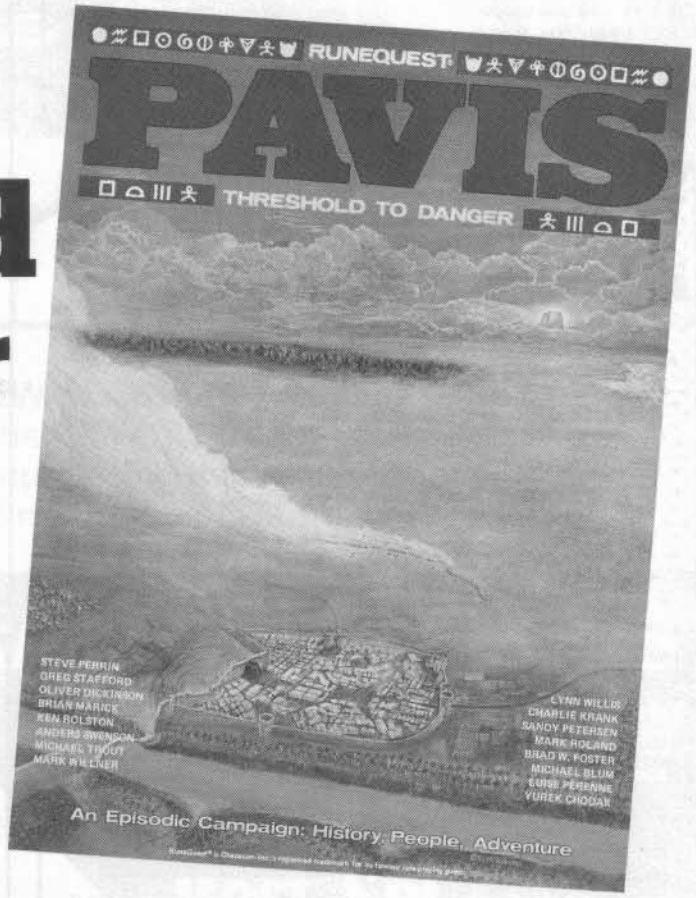

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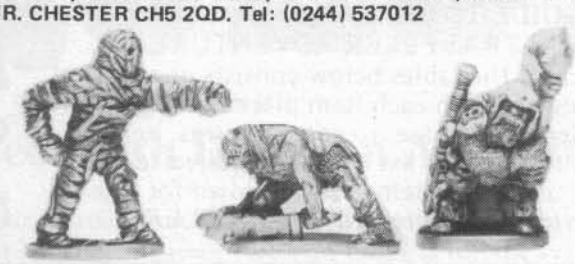

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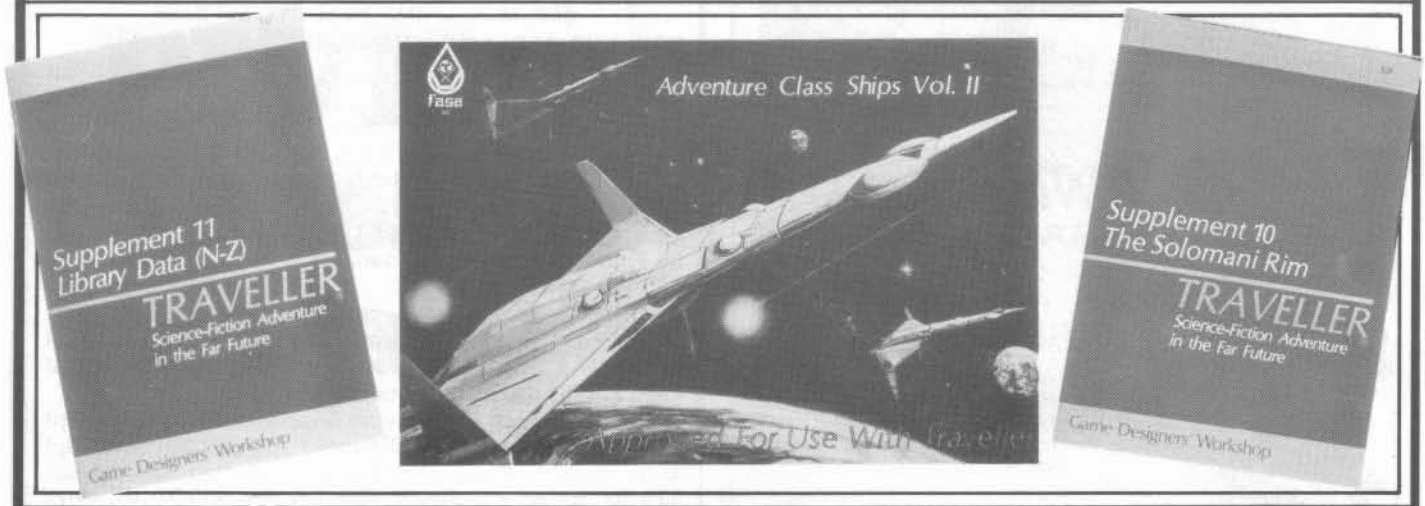

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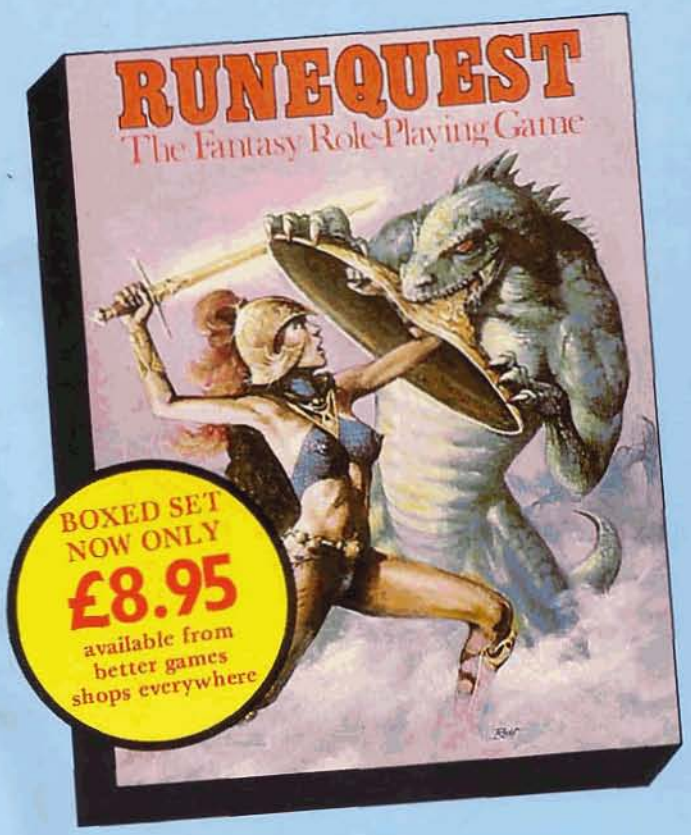

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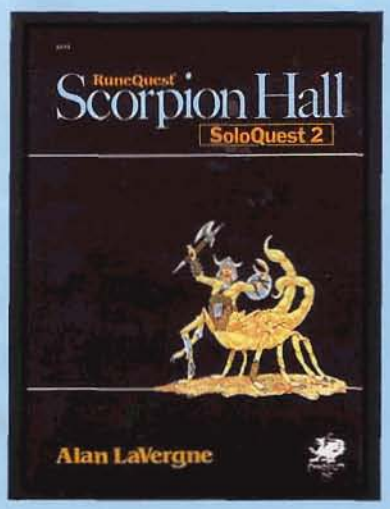

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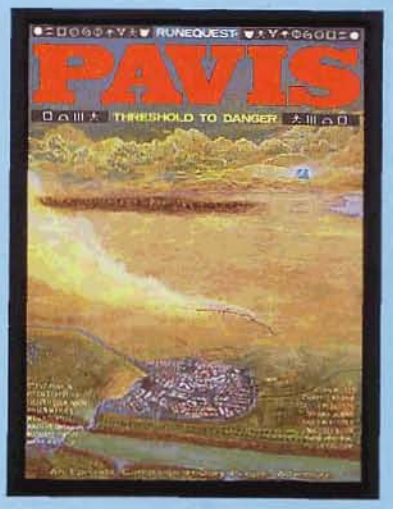

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